

Next Generation Magazine

QUAKE III ARENA

Is Id's latest worth the wait? The full review inside

Specia

How the games of 2000 will blow you away

EXCLUSIVE FIRST LOOK

Tekken Tag Tournament

How the power of PlayStation2 means fighting will never be the same

PAGES OF PREVIEWS

up with Dolphin? And Sega on what's next after selling 1,000,000 Dreamcasts imagine





True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!



Wildly interactive environments: museum, cruise ship, phost town and supermarket!



Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!



4 racing modes and battle mode! Go blast away on the blacktop at the playground!







Dream Racer. Small Cars. Big BAD Attitude.

"4 out of 5 stars...a great job of...RC racing."

Computer Caming World

"9 out of 10...definite fun factor...
will make you come back for more."

"4 out of 5 stars...tracks are stunning... fantastic visual effects...just plain fun to play."

> "absolutely breath taking... this game looks sharp...instantly... one of the top Sega Dreamcast racers"

ICN COM

Best RC Racing game ever...
what racing is all about."

Next Generation Online

"88%







With realistic R/C racing physics, great weapons, awesame environments and eye spinning graphics, RE-VOLI is racing done right. Only are console system can give you the Indiastic visual effects and speedenhanced gemeplay of the critically acclaimed PC version-SEGA DREAMCAST (Rip it up in insuesmis Train toy stares. And blast through batanical gardens. All at 300 scale MPH. With two new cars and a new challenging rooftop trads only available an SEGA DREAMCAST, RE-VOLI is your dream racer. So think small. Think forst And BE-VOLI









Next Generation Magazine











Kong 11	9
T T	ı
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girdles the globe: check out their exclusive reports

Arcadia	
in the Studio	
Latest news on Dolphir	10
News Bytes	
PS2 sales projections	2
X-Box stunner	

■ Alphas

In-death, insightful, inside info on forthcoming titles

		н
	Baldur's Gate 262	h
	Berserk42	ŀ
	Eternal Ring35	Ŀ
,	Heavy Metal: FA.K.K. 239	H
3	KISS Psycho Circus 59	b
7	MDK 274	ŀ
2	Motocross Madness 264	ı
)	Need for Speed: No Limits66	
2	New Ridge Racer7I	ŀ
	Sega GT45	Ŀ
	Shadowbane54	ŀ
	Spider-Man48	ı
	Syphon Filter 2	ı

Forget everything you know about what makes a good game: the quality bar is about to be raised to levels you've only dreamed about. The exclusive report76

Hey Sega, you've sold a million units. What are you going to do now? The answer revealed.



February. month of kings!



■ Quake III Are







ng the same day.

st new looks at the same

nes it seems like st movies, books - and s, even games — are also

Metal F.A.K.





EEnding

Essential decompression after a high-pressure garning experience

Retroview..... This was the year that was _108 Our readers are flesty Backpage.....III

ld themes. I can't speak for e old, passive forms of ainment, but thanks to are technology, games s month has the lowdow on several groundbreaking ties you can play today.



The first cut-and-paste rating ever, plus morel

Age of Wonders	
Asheron's Call	103
Gabriel Knight 3	
In the Zone 2000	94
Interstate '82	
NBA Live	
Omikron: The Nomad Soul	102
Quake III Arena	90
Silhouette Mirage	97
SWAT 3	101
Tomb Raider: The Last Revelation	95
Tomorrow Never Dies	96
Ultima IX: Ascension	98









Ridge Racer®64 on Nintendo®64



do you get to whap-up on not just one, not just two, but three,



count 'em, three opponentsyour pathetic friends!



But hurry racers –losers available only while supplies last.





Everything you wanted to know about hedgehogs*

hieve the fame and recognition nic. But considering that his con varies include a small, dumps tachioed plumber, an unnaturally But how much do we really know about hedgehogs? Next Generation turned to a wildlife expert to answer all

at color are real hedgeh ally grey. They're born pink, but turn e-brown after about a week and a half out one out of every 50 hedgehogs is

In true Daffy Duck shirt-but-no-pants style, Sonic wears big red sneakers but is otherwise naked. Can hedgehogs actually stand up on those hind legs of theirs? Hedgehogs front legs are storage than or back legs. Effectively, they are in front

Sonic made his first appearance on Genesis in 1990, so he now must be at least ten years old. How long do real hedgehogs live? we months to reach full adult size, while

Sonic's best friend is Talis, a fox. and his virifriend Amy is

ic kills people by rolling tack any other aremai. If they ne across a nest on the ground, then

uld more normally est worms, slags Sonic is one of the fastest ogame characters. e nedgenogs rask animi#sc rfast — as fast as a rabbit. They are slow when foraging for worms. But

if they need to escape, they can run like

Dolphin: the industry's best-kept secret?

Sony and Sega. You can see them, two smug divas see them, and each singing louder in turn as they claw for the next-generation spotlight. The behavior borders on the absurd, not unlike the "Saturday Night Live" parody of Celine Dion and Gloria Estefan. And then there's Nintendo, still filling moviegoers' heads with larger-than-life trailers for its big N64 holiday hope, Dankey Kang 64.

The race for the next generation has already begun heating up, yet the company seems more excited about Pokemon promotions at Burger King than its next-generation system. So what's up with Dolphin?

The company's stence speaks volumes: obviously it doesn't want to confuse the market before Rare's latest arrives, but we're far more interested in the silence coming from the R&D divisions in Tokyo. which are working full-time on Dolphin projects, Although sources tell us Nintendo has learned from the difficult-to-develop-for N64, and that Dolphin development will be far easier current work is being done on simulators, not final hardware, which means development on the next generation of Nintendo hits is going to take a while. Can the company meet its stated all 2000 workdwide release date? That's still the official date, said technology

and ArtX will

hondho jm Merrick in a recent

Is Nintendo quietly waiting for after the holidays, or does it just have nothing to say?

WHAT IS IT? This innovative Blizzard real time fantasy game started life as a turn-based X-Com clone

Interview with IGN64.com. Sources we've spoken to inside the industry (none of whom wanted to be named, for fear of reprisals from Nintendo) weren't so sure: "Ithink they probably can't make that date, based on what I know, and they're past performance," said one. Another's response was shorten:

Chairman Howard Lincoln announced Dolphin on May 12, 1999. He intimated that IBM. Matsushita, and ArtX would be the three major business partners in the system development. Since that time, additional business partners have been added, including MoSys, S3, and NEC. Though Nintendo has not announced specifics in relation to its internet/network strategies for Dolphin, the company has confirmed that a network strategy is being implemented.

Nintendo has also struck a deal with California development studio Factor 5, which has proprietary



News

sound tools and technology working for Dolphin software, Factor S, which developed Rogue Squadron for N64, is also developing its next action title, Thornado, for Dolphin While all the companies involved

have been quiet, there've been some insider speculations that ArtX's graphics processor being developed by many of the same team members who were at Silicon Graphics and responsible for the graphic architecture of N64. Rumor has it that it's not yet up to snuff One source (the same who said "2001") denied that speculation. "That's just builshit. ArtX may not have the final chip ready, but it seems dear they'll be able to deliver what ther/ve promised." Meanwhile,

all is well with Nintendo and IBM's \$1 billion deal to have IBM design and manufacture the 400MHz conneromoess Geldo CPU (an extension of IBM's PowerPC RISC architecture)

And what about the surprise entry of NEC - the maker of the PowerVR chipset used in Sega's Dreamcast? Don't read too much into it. NEC is a huge company, and the divisions doing business with

ductors and antiquates the first batch will be ready in August 2000 (which, of course, strikes us as too late for a fall release). Nintendo has reportedly ordered more than ¥300 billion (\$2.8 billion) worth of chips from NEC for Dolphin.

produce these Dolphin semicon-

So, despite the company's slience, it seems things are well on track for Dolphin, although the 2000 release date seems ambitious at best. Although its late arrival didn't hurt N64, Saturn was already mortbund by the time it released. If Dreamcast sales continue strongly after the PS2's release, Nintendo may find itself it the toughest console battle ever We'll have

more info next month. NextGen

for Nintendo. While it's still unclear how much system RAM Nintendo's machine will include, an NEC executive has reportedly explained that the graphics chipset will have beentween 8MB and 16MB embedded DRAM, NEC is spending an estimated ¥80 billion (\$761 million) to construct a factory in southern Japan to

Sega and Nintendo have no relation.

ArtX-designed chip, as well as RAM

NEC will be manufacturing the

Diablo, which was turn-based and X-Com-like in the original design document With new locations and a new CEO, there's more in store for the Sega-Spielberg chain of game rooms

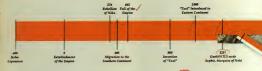




sm get a bit of air at the top. Could be that I punched it a little too hard. But my passenger. Holy Joe the preacher wigged out, man. Starts shouting and cussing like Anyway, we land, and there's this damn cable car coming, so I jump that, and then we're in the other (ane with oncoming traffic, so trying to be responsible. I go up on the sidewalk. But only for three or four blocks, and everyone got out of my way, even that bag lady. Next thing I know we're sitting in the frickin' bay. Maybe it's my brakes ___crazytaxi .com



History of the GUSTAVE Empire



The story of the GUSTAVE Empire belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gestave XII.
Gestave XII was attaching the Marquis of Guo when
GUSTAVE XIII was born to himself and his wife,
SOPHE DE NOHL. Gustave XIII was destined to be
the heir of the throne. He would later have a brother
named PULIUPER and a sidere named MARIE.



fig. 14: The Royal Family Guster

When Gestree XIII interest to participated in the PREMERADA CENTRON'S to which he was to given his worth to become the hist of the threat principal that common, Centra's MIII freed that he had, not the power 'Anima'. Became of he inability to wave existed from the Kingdone by the King-Pallippe and Marie would never see their matther again mether and hamed Gestree VIII for the While he mether and hamed Gestree VIII for the While he was the contract of contracting while in the contract of the contract of contracting while in the contract of the contract of contracting while in the contract of the contract of contracting while in the contract of the contract of contracting while in the contract of the contract o

When Gustave XIII turned 19, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE more burning 20.

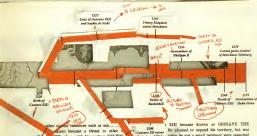


fig. 15: Gustave XIII (the wounger) age 15

After he exiled his wife and child, Gustave XII remarked and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Funds after Guttave XII died.

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gutave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines



XIII. along with his partner KELVIN OF JADE, attacked the Kingdom of Finney COU tle of Buckettill, Cantal and Philippe promise with Gustave XIV for this buttle, but backed

the last moment, leaving Gustave XIV to suffer Because he used metal to improve his military, 12487

when he and a small regiment were assaulted Dakedom of Wide ourne an expedition. He was 40 years old.

> After the Battle of Buckethill, Philippe requested to rule the Kingdom of Finney. He failed in the Virebrand Ceremony forcing him to name his son, GILIPPE II, the heir of the throne. At his Firebrand Philippe

word used SHAPE HISTORY Gustave i in the BE HISTORY

v. In the ne Count **Tingdom**

Gustave STAVE

zy. He . Onell hat has amount 00W0 25





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News



FORGET THE FERRIS WHEEL

Take a ride on the Evil side

Capcom partners with Digital Amuse to develop Resident Evil ride

On November II, Digital
Amuse — a company specializing in 3D movies for
theme parks in Japan — revealed a
new attraction called Bio Hazard 4D

traction called *Bio Flazard 4D*Terror Drawing its inspiration from the *Resident Eid*3: Nemess scenario, the
nide will feature additional
scenes and modified segments from the game. The
nide will flat around 10 to
15 minutes: Capcom is

overseeing the development of the project, and Digital Armse is also working in close cooperation with VLM, a special-effects company that has worked on several big Japanese movies. (Host recently, VLH was responsible for some high-quality effects in Garmera, it is god-glid-like, five norther Baret. Godzilia-like, five norther Baret.

fire-spitting flying turtle.)

The ride will require spectators to wear special 3D glasses and sit in a dynamic seat that moves and pro-

wdes whataions through a subwoodfor Digital Amuse is also planning to a side planning to

X-Box stunner

For a system that doesn't even with the control of the component of the co

your main TV for DVD movies, but what do you do when your spouse wants to watch Ally McBeal, and you want to olav Quake Mf

wants to watch Ady McBoat, and you want to play Guide Bf According to sources at Microsoft, you'll simply use a wiveless adapter (probably done using the 260MHz (producty) Vand Input (from a geometry V and Input (from a group and Input (from a group and Input (from a group and Input (from Input (fro

Microsoft fires a major salvo in its covert console war — another Next Generation exclusive

whe done. "Wireless features are omething every nox generation sy em should offer," one source says. ficrosoft can get the price down, it says have added one very filler says have added now very filler seature to the X-Box specs lite. 50 exactly when does Microsoft lan to share information about X to exit the price of the world! unnors have been floating around hat the system might have been from the significant of the inning Bill Edies' opening keynole uning Bill Edies' opening keynole.

ise. "If this is going to be a



II is Microsoft incorporating Home-Free-like technology in X-Box? The

game machine first," the sour seys, "then it would send the wrong message to make a big amouncement at the Consur Electronics Show, especially a close to Game Developers Conference and E3."

console, make sure you check out the magazine that broke the story in the first place (that's us, of course). Next month, it looks as though we'll confirm some tantali ing new details about the system.

BITS FROM THE EDGE

News Bytes

Internal for the legal system! In spice of the fact this 30k has already made its Glide source code and bloodoo hardware specifications open source, the company will continue to legal action against competition (receive table — allegal presch of contract against Creative Jobs for its Unified drivers. The Unified drivers allow Creatives 03D card users to run 30k click-specific sames without owning a disclesseofic sames without owning a

30k graphics processor Euro-centric Codemasters recently announced that it was setting up a US publishing and development unit 16km over

that it was setting up a US publishing and development unit, fairly over some of the stiff and actual red estate formerly inhabited by en-Serra division liberante. Purther, the company recently amounced that it would develop primes for Sega Divernoust. Although no tries have been confirmed, it's most likely that a DC version of the company's popular. TOCA Touring Car Challenge — and just a little less likely that the innovative MTV Music Generator — could make it to Dreamcast, Proving that Quoke III

wasn't going to take all the sales records during the holidays, many retailers reported that the leighty less visceral Who Warts To Be A Millonaire interactive CD-RDM was the biggest self-ing Windows title, actually seling out in many locations. The game was pretty hard.

to find at practicumal software cubits, as well as a commerce stee, "Who Worst to Be A Montance Child for first and wey the Montance Child for first and way the sales at the Amszon corn software store," as lafe in the Amszon corn software store, as lafe first kernighause, general manager of sale first kernighause, general manager of sales and produced at the sales and the published of gone Sound in Cubits of Althouse Soley was trying to shart's Silcon Grankfies with the relation of fig.

n the Studio Development news as it develops

WE'RE NOT CRYING WOLFENSTEIN

Eight years after the release of the or or that a first-person ts can still be d more than a yea

ing at Xatrix, and we say Quake III ne? Still unannounced. ct the game to be ady later this year. Look netime after the Quake



MULTIPLAYER STARS

own a bit.

A rumor of a Star Wars mi sed externally at, say, a company like Verant. nt is also a 989 St could this be a PlayStation2 online game? Maybe we're g, try this one on: Activision is developing a r Star Trek universe. You read about it here first



CLICK SWITCH

and Sierra has picked it up. It is still due for ase later this year

ARA GOES TO DREAMCAST

nb Raider for Dreamcast? You bet. Sony's exclusive agre os's leading lady expires with the new millenr lum and we can all ntee you Lara is on the way to Sega's machine.

PlayStation2-based "Tool" graphic workstabon, the company has taken a somewhat different strategic approach in Japan SCEI will actually provide partial funding for a new SGI computer-graphics division that was spun off in Japan on January I. The new operation will develop films and games using Sony Playstation2 technology - and Sorry will provide 10% of its \$19 milion capital SGI Japan will remain a separate entity handling graphics for CAD

and commercial applications. We have it on good authority that EA's sequel to Medal of Honor, the deverty-named Medal of Honor 2 will appear on PlayStation2, taking advantage of the new technology to fulfil the brillant promise of the first game. It's also rumored that a multiplower PC version will appear at the end of the year The first company to

a lucky young female. The game will be available in March at system launch and the possibilities are endlessly unsetting Perchance to skate, to dream of make truly creepy use of the PS2's emmently playable board-sim Tony Emotion Engine will be Atlus, which is Hawk's Pro Skater is on the wax possibly

Primal Image. The "game" will allow you control of the actions and movements of Dreamcast - Activision wouldn't admit it at press time, but a Sega version of the

planning to release a "girl simulator" called with four-player action Activision already admitted to an N64 version after retailers posted release dates for that SKU and now similar sources indicate that a DC verson is well underway and could be in stores by Q1 or Q2 of this year Stone holiday sales of Dreamcast probably didn't hurt its chances. - Compiled by Frank O'Conn

Editor-In-Chief, Daily Rada

ARK Came!

CAIRITER

If You Can Hear It... You're Already Dead!



ARK Got Its Ass Kicked!

JALECO





5 2000 Jaleon Ltr: At Pujita Reserved, Published by Jaleon USA. Segal. Deservoint and the Deservoint Loop and within recidented trademarks on In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world now – a savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

Vying for control of Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. When ARK attacks, it implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely justs for the end of human life.

Even if it looks human, you could be screwed 'cause it may be an ARK drone. Who is friend, who is foe?

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal Aircraft Carrier before it reaches land. You must fearlessly blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know whats lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you now.













60 FRAME-PER-SECOND HIGH-SPEED ACTION



OVER 100 ACCESSORIES TO SPICE UP YOUR RIDE



4 GAME MODES, INCLUDING SPLIT-SCREEN VERSUS MODE



27 BATTLE-READY CUSTOWZABLE CARS









MARCUS WEBB'S rcadia

New titles, technology, and a bad grade from the Senators

MIDWAY REVS UP OTHER "OFF AD" ADVENTURE

Midway's Thunder d-dirty racing game, froad vehicles. This one's nted in an SF Rushtype sitdown cabinet with a steering wheel, gas and brake pedals, and two control buttons including a viewpoint shifter Speakers In the seat (some are behind your head) create an extra-vivid force-feedback simulation The game offers

three basic gameplay modes: a hi-speed version of vehicular tag, a two-ontwo team game, and the ever-popular Demolition Dorby. Eight tracks can bo played (each with a mirror version); there are eight selectable cars and four-six secret cars. See page 72 for screenshots of the DC build.

SEGA'S TENNIS, ANYONE?

e of yore). This one is ultra



heated contests

SEGA PLANS NET-CONNECTED ARCADES On November 25, Sega announced that it's breaking up into as many as 10 different independent subsidiaries. Is

Sega abandoning the arcade? The answer is "no," in fact, Sega is planning an ambitious leap forward into new technology, lin remote arcades together via fiber-optic cable for multiplaye online capability. No word on just when this will start, but insiders say Sega's already closely studying the track record of previous simulation centers like Fighter Town and Virtual Worlds Entertainment that have experimented with similar concepts

NS INTERNET REVOLUTION

like Ribero, Midway Games, "will enable our classic games to live on in

POLITICOS GIVE ARCADE INDUSTRY A "D" At their now-traditional fall press conference in Washing

D.C., Senators Joe Leiberman and Herb Kohl presided as the cade industry received grades of "C" for allegedly not displaynough voluntary Parental Advisory System ratings sy nes, and a "D" for not standing guard over red-la es to bar underage gamers from playing them. Grades w d by a lobbying group called the National Institute on M ne Family (NIMF), which said only 30% of the locations it veyed had all games rated and another 50% had "some"

GUN GAMES CONTINUE LOW

Given the continuin uproar over violent le strategy for gun games ed up in the industry's nt Scope 2, which was ted in Japan and debuted

ut Sega's Outriggers, which

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ELUSIVE GAME? CALL SOMEONE

WHO CAN HELP ...THAT WOULD

BE 3-D-C SATURA XMY GM GFAL

THEY JUST SHOW UP AT

ON NEW GAMES

WE REALLY DO HAVE IT ALL!

"The Critics have Spoken on the Action / Adventure Game of the Year!"



technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%" - IGN cam

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10" - VideoGames.com

"3D exploration and adventure at its finest...Game of the Month. - Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping." - Gaming-Age.com

> "98%" - PS Extreme Magazine

As Raziel, stalk Nosgoth feeding on the souls of your enemies

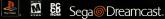
> Engage your creator, Kain, in an epic struggle for dominance

Dark gothic story









Now on Sega Dreamcast! REAUER



eldos.com





PS and PS2: Are these numbers real?

The only thing numbers for PlayStation are the projections for

PlayStation2

Try 70 million units. That's the num surpassing current sales ber Sony released on Dec. 6, three days er the five-year anniversary of the sys tem's launch in Japan, on December 3, 1994. According to the release, North America is responsible for the sales of 25.94 million units. Europe for 2223 milion units, and Japan for 16.77 million

selling videogame piatform of all time to a November report published by firm predict that by 2004, PlayStation2 will have shipped 100 million units. These

om ages. If these projections hold true, PS2 will prove to be an overwhelming succ the best selling platform ever Sell, this potentially Hicrosoft, from sharing in wi is obviously a growing market. There's also one thing these Wall St. guys can't account for - in the videogame industry, anythin

DATASTREAM

Days between February I, 2000, and the probable PlayStation2 launch date 9/9/2000 - five years to the day aft

■ DUKE NUKEM GOES TO FRANCE

GT submits to Infogrames

French giant ups its US holdings - again

As an independent publisher/distributor, GT Interactive was a compa ny on the ropes. Despite continued strong sales of its Deer Hunter franchise, and new best sellers like Driver, GT was financially overextended. After flirting with both Hasbro and Mattel, Infogrames will pony up a \$135 million investment package to acquire a 70% controlling stake in GT.

Only two years ago - flush

with cash after a string of major hits and a lucrative racking and distribution relationship with Wal-Mart — the publisher was angling to buy MicroProse, which later was grabbed by Hasbro. But earlier this year, GT's fiscal 1999 results came in showing operating losses and restructuring charges to the tune of \$71 million, Infogrames

Chairman Bruno Bonnell explains that portions of the investment will be used to buy down GT's

\$125 million credit line, and some will be used to capitalize future game development. Only last May Bonnell acquired

Accolade for \$60 million - mereing the developer/publisher with the French company's existing US office to form Infogrames North America. Prior to snapping up Accolade, Bonnell estimated that proceeds from North American sales amounted to 15% of Infogrames' worldwide business.

After factoring in GT's sales, Bonnell said the projected ratio would haver between 52% and 54% of the company's

total business. "After the Accolade acquisition, we found that we still needed more in North America

With GI, we can leverage our distribution power in Europe in concert with GT's distribution power in the US and Canada," explains Bonnell. - George T. Chronis







Tabloid shocker: Drakan's Rynn exposed! Nude patch leaves nothing to the

imagination - in a good way

Flie this one under "horny programmers with too much free time." As if the Lara Croft "nude der" patch weren't enough, there's been a nude th created for Drakan's Rynn. If you've grown weary of sexy little Rynn running around her chain all, head over to www.surreal-news.com for the

Micial nude patch. Just download the 2292K Zipit file, u press it, and replace the new system.txd file w the old one in your Drakon Common System to st be sure to make a copy of your old system.ted re you replace it so you can restore flynn to lonable goodness when you're done perving ow restart, and bingo, you get flynn in all he — In the realtime gameplay and in the cut s. She will remain that way until you either ex ked lass with some armor or replace your bod file. The only negatives are that you can tween nude and dressed Rynn, and the patch 't work for multiplayer games. Other than

t, this is a fun and easy-to-use patch that just the breathe some more life into Order of the ne. Of course, the developer, Surreal, is "horrified d with the quality of the art.







VISHBRINGE

"IN GAMES WE TRUST"

Mr. Kent Goes to Washington

Though the video and computer games did not score straight As, the Industry fairly well overall in the this year's Report Card - an annual press event held in the Capitol, and run by Senators Joseph Lieberman (D-Conn.) and Herb

Both senators have generally been critical of the industry during this event. but this year's scores were positive on some counts. They gave the industry an 'W' for having a clearer and more specific rating system than motion pictures or televisions. They also gave the game makers high marks for labeling all products on the market. (Editor's Note: While the home videorame market scores

improved in these regards, the arcade industry wasn't ranked as highly See. Marcus Webb's Arcadia, page 170 Working with Dr. David Walsh of the National Institute on Media and the Familic Senators Lieberman and Kohl have monitored the way stores market games Though Lieberman is concerned about the lack of enforcement of the ratings on

the retail level, he commented that the situation is improving, and some retailers are now checking customers' ages. Walsh raised a new concern - toys based on comes. Which suggested that merioding children's action figures based on such "M" rated games such as Resident Evil

nulifies the purpose of the ratings Other speakers included Doug Lowerstein, the head of the interactive Distal Software Association, (IDSA) and Steven Kent, a freelance reporter who



Next Generation correspondent addresses Senator Lieberman; some game grades go up in annual Senate report card

frequently contributes to Next Generation, USA Today and MSNBC Lowerstein defended the progress of the industry explaning the complexities of trying to regulate sales. His video of very short clips of top sames included

everything from Crash Bandicoot to John Madday Football (The clies of Goldenfye and Syphon Filter showed gurs - but no shootine. You might have thought that these were games about carrying gurs, not using them.)

Kent, who has spoken at the annual event every year since 1997, gave a parent's/gamer's view of the industry's progress

"This year 20th Century Fox released a move called Fietz Club" said Kern. "I did. not take my seven-year-old daughter to see it. By the same token, I did not let my children play Kingoin or Resident Exit Nemesis. These games were designed for an adult audience, and thanks to the Entertainment Software Rating Board, they are clearly labeled with an "M" - for

mature players* Kent explained that while the violent sames set the most attention, games deemed suitable for players of all ages out-numbered the sames for mature audiences by a factor of almost eight-to-one this year One of the larger problems has been that parents have shown an indifference to videogames over the years, something the game industry has attempted to change with an educational

campaign that includes public service. announcements and in-store advertisements in closing. Kent recognized the efforts made by Kohl, Lieberman, and Walsh who made sensible efforts to educate the public about videogames. Their efforts have shed ight on one of the important issues of our time - the messages we give our

children*

TOKEN GESTURE

Sega shows up

Not much new at Sega's annual

private arcade show Nothing earth-shattering was revealed, and only a handful of new Naomi-based coin-op titles were shown at Sega's annual private arcade ow held in Japan this past November Unfortunately, Sega's Star Wars Epison / Racer, being designed for Model 4, was not shown, and will be delayed

until the AOU show later this year Yet one of the new titles. Fight ned to look like the cockpit of a complete with a 48cm stickship on that simulates the vibrations ter a 10-stage race across the US om New York to San Francisco. Th

dense traffic, so players must drive more cautiously than in previous rac games. The score is displayed in US dollars. Depending on how well players performs, they may receive some items to customize their truck (bandanna, mechanical parts, etc). First-place fin shers will go to bonus stages where

they will have to dem maneuvering the big rig.
Also shown was Yuji Naka's Samo de Amigo. This latest dancing game (complete with maracat) from the or of Sonic the Hedgehog has not changed since last JAMMA Show but there was more music available Macarena. This title looks really fun and could be one of Segu's biggest titles in the arcade for the winter season, Virtus NBA, Virtus Termis and a touch-screen party trivia gar called Mars TV rounded out the mi cabinet line-un





Take a deep breath and read carefully:

THE MOST ANTICIPATED FIGHTING GAME OF THE









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You may now exhale.



Purchase Dead or Alive 2 and receive a 1500 poters all to entreath to readout settlement limited edition holographic poster featuring the amazing warriors from the game. This game, the amazing warriors from the game.





PLAYSTATION2

Tag Tournament

Tekken on PlayStation2. The one-two punch that will leave you reeling

→Special

PlayStation2.
Powered by Namco
Tekkun Tay Tournament You know you
want it. Taken from the arcades where it existed on the competent, although technologically unimpressive System 12 arcade board, it has been completely rebuilt to take advantage of the most

advanced 3D technology ever known. With a fourth-generation fighting engine behind it and one of the most recognizable casts of heroes and anti-heroes in gaming, it promises to be the title on display when PlayStation2 launches on March 4 in Japan

Can a game this anticipated and hyped possibly live up to expectations? Namco certainly believes it can, and given the company's stunning PlayStation (and mcast) track record, we're inclined to agree

Behind the scenes Project Director Kimoto Masshiro knows a good thing when he sees it. "HayStation2 goands the limits of hardware performance and makes possible what could not be achieved before," he exclaims

when asked about the time he's spent king on his first game for Sony's upersystem. Optimistic? Maybe, but with supersystem. Openmistic People, duc wan the help of his team, he's managed to create what could be the technological and visual showcase for the fledgling platform — surpassing the graphics quality of any other system, home or arcade - with less than a year of time on the hardware itself. Luckily, with a team approximately 50%

TIT features an unprec

graphics - surpassing even Soul Colibur on Dream

larger than any previous Tekken team, and th many team members possessing five or six years working on the series, the deck has been stacked somewhat in his favor, but he did know that they had their work cut out for them. "We did the basic study of PlayStation2 during the development of the

"It might have been easier to convert the arcade version as-is, but we didn't want to take the easy way out" - KIND MILLION





"How to make use of a partner with another character's fighting style is the key to victory"

arcade version and got down to the home version right afterwards," says Masahiro. "it might have been much easier to convert the ide version as-is, but we didn't want to take the easy way out. We look at this as a great challenge."

Masahiro smiles when asked what new features will make it into the PlayStation2 allocated to models and other graphic ements is increased dozens of times,

expressions," he says. "Even joints and physical build can be rendered almost identically to human detail, producing of this new increased detail is a fighting game that must be seen in action to be truly believed. Even the screenshots provided here don't do the game justice when every action — even in an object as tiny as each blade of grass — is a work of art. Check out the flames in the background of one of the downtown levels or the fighters' distorted reflection in a

street puddle, and you'll be a believer too. But are graphics enough to justify a new system? Masahiro weighs in with a yes. "I think that the PlayStation2 expands the playability and concept of Tekken with its powerful graphics engine," he says - and even if you were lucky enough to get glimpses of the Tekken tech demo shown certainty in for a treat. "The programming









PlayStation2's power," he confides, Wow.

The last great battle

For those who weren't lucky enough to catch the System-I2-powered arcade Tournament may come as a bit of a

the same, the big difference is the jump from one-on-one combat to the idea of switch between characters at will Adding even more depth to the game (as if the enough), players can actually switch back

"I think that PlayStation2 expands the



Some of the most

Why Tag Team instead of the established format? According to Masahiro, "the individual characteristics tactics, and playing style of each player can be reflected more in this game. Flow to make use of a partner with another character's fighting style is the key to victory or defeat." With hundreds of combinations available between the 36 characters (every fighter that has ever been featured in a Tekken game), and several play styles for each character ending on your taste, it's unlikely that you'll get bored of the game quickly. In fact, it's unlikely that you'll ever have time to experience half of what it has to offer. Unfortunately, since the game features so many characters from different time frames, the storyline has been sacrificed entirely for this version. We don't mind too much (remember all of the sensical endings!) and the team is also exclusive to the PlayStation2 version. "As you can imagine, the PlayStation2 'extras' are features we want to keep a secret for the moment," confides Masahiro However, I can say that there is a lot that we want to put in. Because of the capabilities of the PlayStation2 hardy

there is a lot we can do that would not

be possible on any other system." When

have any planned at the moment, but I

don't want to limit our options." Since

ing in fighter from other series (like Yoshimitsu in Soul Calibur), we wouldn't

Namco developers have a habit of

put it past them.

asked if there will be any new characters above and beyond those featured in the arcade, Masahiro responded, "We don't





Perfect! Seeing is believing, and, if we weren't excited before, we're champing at the bit now. With only a few months to go, Masahiro and team have their noses to the step into a whole new world of gaming grindstone trying to get as many features - and that's enough to get anyone's into Tekken Tag Tournament as they can blood pumping.

before the encroaching March 4 release date. Will it be the end-all-be-all for fighting games? Perhaps, but our best iss is that this is just the first brave

- Blake Fischer













Every hunter needs a nice gun rach.



FROM THE MAKERS OF AIR COMBAT





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→ Alphas

Your in-depth first looks at next-generation games currently in development



→ PlayStation2

→Dreamcast

rserk 42 SS Psycho Circus 59 ga GT 45



⇒PlayStation

 Need for Speed: No Limits
 68

 Rock the Rink
 68

 Spider-Man
 48

 Syphon Filter 2
 51



∌PC

Beldiur's Cate 2 62
Heavy Metal F.A.K.K. 2 39
KISS Psycho Circus 59
Motocross Madness 2 64
Veed For Speed: No Limits 66
Shadowbane 54







2								.74
Ridge								
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■ PLAYSTATION2

ETERNAL

RING

With its debut PlayStation2 release, From Software takes the *King's Field* saga to bold new horizons

Japan, RVGs, big meant speep manuscript of a manuscript of always, burgeon craving— usually considered a particularly American form of RVG — home always been proporatin in japan of fact, the complete Wizerdry stags is available on highoston them-5, but in ond surprising that from, careful contractly reading factor of the industry-leading factor of the industry-leading factor of the industry-leading factor of the industry-leading factor of the industry-leading factor of the contract of the industry-leading factor of the industry-lea

You play a young hero, Kain Mongan, who's been ordered by the recently crowned king of Heingaria to undertake a dangerous mission. A group of "Nue a men" have sent a secret expedition to the "island of No Return," and the king wants to know why; Your job is to find out the reason for their sudden interest in the desolate region.

The gameplay follows King's Reid dosely, with a serious technological update. The graphics have been remarkably improved (although overreliance on a single texture in a few some points). Still, the light sourcing is some points). Still, the light sourcing is neally beautiful. Harmesing the power

So just how many animated, fully articulated sults of armor can you fit into a game? Looks like we'll find out — From Soft is pushing the PlayStation2 hardware to the limit





of PlayStation2, times of day and weather conditions are calculated in realtime, with predictable effects on the

The island itself is divided into eight sections, each controlled by a dragon whose elemental loyalty (fire, water, earth, thunder, wind, light, darkness, or ice) is reflected in the scenery - the fire Elemental magic comes from rings the thumb ring is dominant, and rings on other fingers enable magic combos

dragon lives in a volcano, etc. Your goal What is new is just how interactive

the environments are. In fact, how well you interact with them is key to your success. For example, by causing an avalanche, you may unearth age-old ruins, or you might reach what seems like an inaccessible passage by acting on

The magic system has been revised and is based on Eternal Rings, which

must be produced from magic crystals



36 NextGen 02/00 www.DailyRadar.com









Those crystals can be taken from enemies or found hidden throughout the island. According to the element linked to the crystal, the masical power of the ring will be different. You can wear rings on each finger, but it's the thumb that determines the masical power used - the other four fingers enable combinations. For instance, if you wear a fire ring on your thumb. you'll be able to extend its power by adding a wind ring on another finger to create fire tomadoes. Adding an earth ring will create a storm of burning meteorites. Although there are many combo possibilities (including doubling powers by wearing two rings of the

same element), antagonistic elements will weaken the magic — a fire ring on your thumb with a water ring on your index finger is not a good idea. Needless to say the spell effects are amazing, but unlike Final Fantasy. they're abortable - a very welcome

addition. The rest of the animations are up-to-snuff as well. What the game seems to lack in wall-texture variety it more than makes up for in frames of animation; this is dearly a next generation game, and the level of animation, as well as the number of beyond what we've seen so far on PC

After the success of the three first

Software has decided to enhance the striking out in a completely new direction, Still, it looks like there will be more than enough innovation here to satisfy fans - exactly the kind of game Sony needs to show what PlayStation2 can do. - Christophe Kagotani

episodes on PlayStation2, From

YOU'VE BEEN WARREN'D

ow off the avesome-looking Deus Et) in our demo room and gave him the folio for: Pint-person vs. top-down in RPGs. Discuss! His response: "I just don't yet to









JUST THE FAKKS the title of the yovie/game? Well Ketorenic Kiltzon and is a warning beacon set up to let that they are about to enter an area where they are almost certainly the movie FAKK 2. lulie, the title character, also takes on this name to use

HEAVY METAL: F.A.K.K. 2

Be it ever so humble, there's no place like the ravaged planet called home

In the Heavy Metal universe. everything is possible, but nothing is expected," says Art. Director and Co-Designer Robert Atkins when referring to the scope of design possibilities available to his team with Ritual Entertainment's new game, FAKK 2 In fact, Ritual is actually designing the game as a seguel to the movie of the

same name with the blessing of series owner Kevin Eastman (co-creator of the Teenage Mutant Ninia Turties), who saw some of the oneinal design Ribual was doing and gave the thumbs-up to go wild. "It's fantasy, but not medieval." exclaims Atkins. "So we can go crazy, and not be limited to real environments, and do anything we want."

The result is a third-person action/adventure with a personality that is unmatched in the eenre. As luke, the sultry heroine from the movie, you return to your otherworldly colony of Eden years after the move takes place for some peace and quiet. Unfortunately the peace isn't very long lived, as Gith - a very bizarre and malevolent entity who

FAKK 2 uses a souped-up version of the Que ie III envire and provides some intense vis





www.next-generation.com 02/00 NextGen 39

Alphas



"In the Heavy Metal universe, everything is possible, but nothing is expected" - Robert Athins, Situal Retardalos

controls a planet/ship fueled by human souls (see what we mean about personality?) -- decides that he'll assimilate the people of Eden to discover the hidden secret of eternal life.

'It's an action game with a lot of adventure elements," says Lead Designer Tom Mustaine. "We do a lot of storytelling, and there are adventure-style quests, but there's a lot more combat than in something like Tomb Raider." As the story starts out, you control lulie as she lives her life in the community of Eden, but then things start to go horribly wrong. In the first part of the game,

you're actually doing a lot of dialogue and establishing relationships which then play an important part in the rest of the game," says Mustaine, "We really want to take this character and humanize her." The team does this by siving the story some real drama in which you play a vital part. Unlike many other games, julie isn't just a spectator in the events that make up the same, but an active participant. Heroes will fall around her friends will suffer or escape because of her actions. and at every step you will understand the motivations that will drive her through to the end of the game.



of the sameplay with a rapid blend of puzzles, ad

Of course, in the move julie also does a lot of ass-kicking. At the core of this is an easy-to-use combat system that allows players a great deal of variety by allowing each hand to wield an independently controlled weapon Different situations will call for different strategies requiring all manner of melee weapons, guns, and even shields. "We wanted to eliminate the big gun theory" stresses Mustaine. "You'll still find the big gun in the game, but you'll want to make smart weapons choices." In many cases, for example, the bigger weapons may be too slow, so you'll need to approach your enemies for some close range melee where you can fight it out using the intuitive hand-to-hand combo system

With some of the sharpest graphics. seen to date, an intricate plot, and some wickedly clever level designs, FAKK 2 looks to deliver a package that ups the bar in the world of third-person gaming. It's good to know that it just doesn't just take a spod-looking woman to sell sames anymore, but a good-looking woman with a dramatic interactive

storvline. Now, that's a step in the right direction. - Blake Fischer



40 NextGen 02/00 www.DailyRadar.com





→ Alphas



Believe It or not, the original Berzerk (no other than the sound-alike title), which was released In the arcades in 1960, was the first be linked to an

■ Publisher TBA ■ Developer Yukes ■ Relesse Date: December 1999 (Japan) ■ Ordin: Japan

Sometimes there's so much happening onscreen that you just have to hope that all of the blood flying lan't from you

Stop, chop, and heads will roll

actual person's death. In January 1991, 19-year-old Jeff Dailey died of a heart attack right after playing his favorite rame. His score of some who read a little too deeply into these thiors.



The over-the-top action world of anime is a wonderful breeding ground for videogame ideas. Take, for instance, the sword-swinging tale of the fetter named Gatz in Berserk in a land of misspent power and downtrodden villagers. a disease suddenly breaks out that transforms those affected into the Mandoragora - horribly misshapen creatures who attack on sight. Gatz - who lugs around a double-sided two-handed sword that would make Cloud Stryfe blanch - suspects that the recent breakouts of the disease aren't natural, so he goes on a quest to find the source of the evil and, of course, vanguish it.

While the plot of the game necessarily doesn't follow that of the anime (or the manga series the arime was based on, for that matter), the essence has been kept the



out everyone around you. The game doesn't look like it will be pulling any punches in regards to violence either - the Mandoragora have plenty of blood and it splatters copiously as you saw through them with your eviscerating fury. As Gatz gets hit, his berserk gauge will fill up slowly and, at its maximum level, he enters into Berserk mode, where he acquires new moves, more power, and lightning speed, ensuring an even bigger bloodbath.

While no publisher has announced picking up this title in the US, it is thought to be a sure pick for some fearless publisher's 2000 release list. With some incredibly slick eraphics, a ereat mood, and some frenetic action eamenies US eamers are sure to appreciate all this title has to offer Hopefully translation is going on right now so that we won't have to wait too long after the lapanese release. - Christophe Kayotani

same so that fans and newcomers alike can enjoy the title. The storyline will be told through a series of quick in-game cinemas that will help explain the story at crucial points as well as break up the action, and action's what this game's about. Players take control of Gatz in third person, and must go through some of the most wonderfully creepy environments yet realized on Dreamcast, chopping up evil as they see fit. Dark medieval environments help give the game its darker edge, and the low-lying claustrophobic fog keeps players on their toes. Lucklik you play a well-armed killing machine - and, while sword fighting is your specialty, you also have access to all manner

of knives, pistols, and crossbows to take out enemies from afac The real draw of the game is the ability to use a vivantic sword to solt open all who stand against you. Them's a real appeal to effortiessly siking people open like ripe meions. To succeed in this, players can't just wade into the fray but must use stratery to overwhelm the countiess hordes that surround them. Luckly, there are plenty of moves available to Gatz to keep him shead of the enemies. For example, you can lum enemies in by parrying and then swing your sword up to block attacks like a shield, and then when you are surrounded you can let

fly with a 360-degree spin slash that takes Sword fighting is your specialty but you also have access to all manner of knives, guns, and crossbows







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CRACT THAT ACCURENTALLY DRING VILL INTO AN UNKNOWN SECTOR OF THE UNIVERSE. YOUR MISSION IS SIMPLE-GET HOME ALIVE, ALONG THE WAY YOU'LL ENCOUNTER DIFFERENT CIVILIZATIONS AND EXPERIENCE THEIR UNIQUE CUSTOMS. BUT DE AWARE, DIPLOMACY IS NOT ALWAYS THE ANSWER! DO-OPERATING WITH ONE RACE COULD EASILY MAKE YOU THE DEADLY ENEMY OF ANOTHER

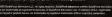








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PlayStation has been built on the back of its too-notch racing franchises. Both the Ridge Racer series and Gran Turismo have been crucial in driving (no pun/) the system to the phenomenal success it has enjoyed. As Dreamcast enters its second year in lapan and its first here in the States, it has suffered from a gaping hole in the driving

genre, no doubt keeping many on the fence who are warting for the next Gran Turismo, Now, however Sess looks to

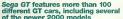
launch a pre-emptive strike against the PS2 racing onslaught of GT 2000 with its own highly detailed racing sim. Segs GT. Surprisingly, Sega has been fairly quiet regarding its potential killer app. So facmore than 100 different lapanese GT cars

will be available including several of the newer 2000 models like the ultra-hot Toyota MR2 Soyder Since the graphics are all nicely done in high resolution, car enthusiasts should have no problem

picking out their favorite makes and models as they blow by on the track, Right now, no "foreign" (non-lapanese) carmakers are included in the lineup, but this could change as the game gets retooled for domestic release.

Gameplay is an interesting mox of Gran Turismo and, of all things, R4. While the driving is very sim-like and will appeal IN CAME THE SPYDER cars we've seen in a white (and one that you can drive in Sego GT) is Toyota's ner MR2 Spyder, due out In spring 2000. According to Toyota's information sheets the car boasts a LB valve four-cylinde enrine and is rated at 140 hp. All we care about is that it looks











Alphas

to the hardcore racing fan, the game progresses in a very team-oriented fashion. Utilizing the official lapanese GT license, you play an amateur driver who has just made his first bid into the big leagues. After picking a team to represent, you must consistently place

in the national races to attract sponsors (and, of course, their freely flowing cash), With more money you can finance your way to begree better and more finely tuned cars until you dominate the circuit. Everything from the chassis to the brakes can be tuned to your heart's wildest desire - so, to ultimately succeed. you'll not only have to have the best reflexes, but you'll also have to be able to tweak your car to perfection. Eventually, after you've earned your way up to the

If driving a full season isn't your style. you can always choose your car and track and proceed to race. There's also a handy split-screen head-to-head mode that will allow you to pit your cars and depending on how you view the competition). Sega has also announced that the same will be supporting some modes over the Internet, but whether they are sameolay modes or just simple

top, you can put yourself up against the league's best in the final championship.

talents against a buddy's (or an enemy's. uploads/downloads (as has been the case thus far) remains to be seen. Will this be enough? With Sony



ers to choose amone, and each ve



is into the game, like Toyota a



To succeed, you'll not only need sharp reflexes, but you'll also have to tune your car to perfection

showcasing Gran Turismo 2000 as a Playstation2 launch title one month after this game's release. Sega may have missed its chance to make an impact in the lapanese market with this high-quality racer Unfortunately the graphics, while excellent, also fail to live up to the early

footage shown of Sony's racing masterpiece. Still, as Sega's underdog success story in the US shows, anything can happen with the right product at the right time - so perhaps Sega GT will have its day to shine as it so rightly deserves. - Christophe Kayotani





TEE OFF

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It's time for TEE OFF - the first golf yome for STEA OREANCAST'!
With 128-bit graphics, the grees have never looked bettler, And
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Take control of year swing — topspin backspin, even books and shoes!



Compar the yould's best enurses to



6 great game modes — like Match Play and the futuristic GATE BALL!



Adjustable difficulty levels & easy-to-use controls — duffers and pros alike can have fund











web attacks, Spider-Man pr ith more than 20 attack mo

friendly neighborhood web-slinger what they did for skateboarding legend Tony Hawk?

When we first heard Activision had a 3D Spoter-Man game in development, we were concerned and excited. Concerned that one of the most inspired comic heroes. (and a staff favonte) might yet again get lousy treatment in a game, and excited by the prospect that if it was done right, we would finally get to live the dream -

what it is to be Sorder-Man Spider-Man is now nine months into development at Neversoft, and the company most recently responsible for Tony Hawk's Pro Skater may give you another reason to keep your PlayStation out of the closet a little while longer in simplest terms, Spider-Man is an action/adventure. The same combines

some of stealthy 3D adventure found in Tenchu and Metal Gear Solid with some classic beat-'em-up action straight out of Capcom's Marvel character arcade games. "We wanted to be true to Spider-

Mart," says Neversoft Lead Designer Chad Andley "to do all the cool stuff that Spider-Man can do - web-swinging webshooting, agrobatic fighting moves, lerking around the bad guys with your web and also make it a story. So that you're actually getting involved as Spidex going through his world and fighting his bad

At this point, all of the moves Findley

mentions are in and properly working



More than 270 animations were created to keep Spider-Han moving nimbly, and the team is planning on adding more

THE BIRTH OF SPIDER-MAN He's appeared on practically every gene system since And 12606, but Spider-Han first 2— long before garnes, origins, were detailed in issue if is of Amazing Fantary published by Timesy published by Timesy corricts, which later bacame Marvel Corricts, Of course, which corricts of course, which corricts of course, which corricts of course, which corricts of course, which course, which systam Lee, written by Stam Lee,







Spidor-Man, a roughly 350-polygon model, swings his way around the city with all the grace and style of his animated shows.

Sill, bringing Spider-Hun to Ife in a 3D environment harn't been easy for Neversoft. Remother he climbs around on and sticks to just about everything but enumarizely with once smart curren work and transpurery effects, the learn the manage but that Spider-Hen already whether he is chroling on the extension whether he is chroling on the extension of a building or topic-down on an office circle. The first level opens with Spider-Han suvraging fear morehop to northey

batting thus, and then moving inside a bank where our hero must foil a robbery. Neversoft is closely guarding the

plot and some of the later levels, but we can guarantee you that the wal-crawler will be (par for the course) wrongly accused of something, as a "chase level" we've seen has Spiden-Man outrraneuvering police hetcopters and sriper fire. While Planvel has given the designers some freedom to create enemy characters, the bosses will all be very familiar ones from the Spidey universe,



Spidey can carry large objects, which become



Rhino. According to Joel Jewett, Neversoft's president, the designers have done their research and are staying as close to Spider-Mari's roots as possible so hardcore comic fairs "siren't going to be able to pick out any inconsistencies."

In fact, the team is so intent on capturing the Spider-Man experience, they have hired fine Romano, who does Spider-Man's voiceover for the arimited VI series, to do the voice of Spider-Man for the game. And from the im-game out scenes we've seen so far, they're equally as well directed as scenes from the TV In comparison to some of the new PC, Dearmant, and PlayStation2 titles we're beginning to see, it's certainly setting much harder to be impressed by PlayStation titles. Spider-frain has been built on the Tonry-Hawk codebase, and write it books wery much like a PlayStation game, the engine has been enhanced to include some bezier curve modeling on several characters, specifically Doc.

Octopus's arms and Scorpion's tail. Yet, the proof was in the playing it was thoroughly enjoyable to infiltrate the bank robbery, climb around on the ceiling, and web the robbers from above. Given the team's "focus on fun" as they mentioned about 400 times, and the fantastic control scheme the company delivered for Tony Hawk; we're confident that Spider-Man will perform just as well (even though swinging from building to building still needed some work.) It wouldn't surprise us if Spider-Man was one of the last PlayStation titles you pick up. Oh, and did we mention that Neversoft, which was recently purchased by Activision, also has

The bosses will all be very familiar: Scorpion, Dr. Octopus, and Rhino



III Neversoft has done some remarkable bezier curved-surface modeling on some of the boss characters, including Scorplon's tail



I Webbing up enemies is often safer than engaging them in combat, but players will have mitted web cartridges for use in combat



FANTASY ADVENTURE GAME

IT IS A TIME FOR HEROES

witness fallow advantured I am Bodrigo—a profusional tens for late.
Webson to my idead bone—exchaning Tol hadro scried in the Sea
of Indianity. Here you will be seared by the extil displays of dergomlarged by the beauty of princesses, and imprired by the decided of true
larges. We ideades are also keepers of an ancient magical resource born
on the followations. We have learned to use the extraordinary powers of
this womes to help using part also just.



But now class threatens our magical island. Tales of the power of the Gloomstone, Jewe traveled throughout the kingdom. Firates and other neturious characters are converging on Tol Andar to seize the stones.

Dark destruction threatens my enchanted home, but I will not stand idly by and watch my world torn asunder. It is time to make a stand—to finally prove my elf as a true here.



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SYPHON FILTER 2

A killer virus. A deadly countdown

Syphon Filter was definitely the surprise hit of 1999, combining some of the stealth aspects of

of just plain great game design. Due to its odd release time (February) and little advance coverage, the title caught many

one of the best-selling PlayStation games of the year Of course, with that kind of success, a seguel is virtually guaranteed -

and 989 doesn't disappoint. Unfortunately the plot details of Syphon Filter 2 are locked up tighter than the Secret Service. What we do know is that the game starts off immediately after the first one, and Gabe and his crew are doublecrossed as they try to bring the Syphon Filter virus back into US possession. After a long and thrilling opening cinema, the game open up with Gabe giving chase to the bad guys for both the Syphon Filter virus and his iddnapped partner, Lian, who appears to have been possibly infected. In an interesting twist, you will actually be able to play as Lian for a good chunk of the game, which should provide a distinct departure from the shoot-first-and-askquestions-later style you utilize when

playing as Gabe. At its base level, the gameplay remains essentially unchanged. Despite the game's larger size (2 CDs with more than 20 levels), it still seems to follow the same structure of having missions that are broken into separate levels, each of which will contain sub-missions that help to advance the plot. The conspiracy









Alphas

SPOOKED-A TRUE STORY Ever wonder how clos game and movie sples come to the real thing We asked a Next Gen editor (who shall about his encounter with America's secret forces, "It was a lone time ago, during a impler era, when exploration of the phone system was a One day this guy came knew exactly who he was from seeing him in tons of movies: wallet, humo attitude, introduction simply by saying the word "FEL" the work It was amazing how much he acted like a TV fed. He asked If a parent was home. I said 'no.' He left his card. I passed it to my every floppy disk in my collection was safely buried in the woods behind my house. It turns out the FBI was doing a background heck and someone (who'd applied at the

CIA) had listed her as

a reference. I think

those disks are still



Ill Gabe can lock his sights on an enemy while moving, which enables you to dodge gunfire while you stay on the offensive

looks like it goes farther into the US government this time around, though, so you'll be fighting more top agents and possibly even some of the world's top commandos. An all-new scripting system has been implemented as well, so you can expect many of these buddles to put up a tougher, more intelligent fight. Luckly, with the added difficulty also comes the ability to save at checkopoints,

so you won't necessarily have to stay up all right to beat the last, part of level (although you may do it anyway). One of the most innovative features of the first game, the abifty to lock your sights on a target write you run any direction, was in evidence in the early build pileyed by Next Generation, so yould be able to re-entry our feature John Woo moments as you dash across





rooms dodging automatic gunfire, returning fire all the while, lintense stuff, and with the new two-player split-screen mode, you can have some dramatic gunflights as you try to prove who is the best agent in one of 15 different multiplayer arenas.

mulpipeer arenas. With its dark exponage feel, improved graphics, and lengthened storpine, there's no doubt that Sphonn Rifeer 2 will be another hill for 999 Studios (expectally with its release in the title-sty month of March). Ramon has it that a PlaySatanot. Namon has it that a PlaySatanot in the works to continue the story after this game — if that's true, it looks like this franches will have what it takes to keep moving florward well into the new millicinum. — Blabe Rischer

If Gabe will be able to disguise himself so that he can roam throughout some areas undetected (as long as he doesn't have to talk to anybody)





we've found a way to beat Sega's newest RPG



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SHADOWBANE

■ Publisher, TBD ■ Developer: Wolfpack ■ Relesse Date: Late summer 2000 ■ Origin: U

Bigger, badder, and now with more backstabbing!

Online RPGs are the rage.
They're fun, they're addictive,
and they provide an experience
like no other. The eight-member team at

Wolfpeck Studios understands this with their first product, an online RPG bitled Shadowbare, they're hungry to push the envelope provided by games such as Ever-Quest and Ultima Online even further than it have none halfness.

than it has gone before. One problem that must be faced, according to team members, is that many of the facets of the online RPG are still rooted in the single-player world, "We're trying to go against what has been beaten into people's heads by other games," says Executive Producer Todd Coleman about some of the radically different design decisions that make up the core of Shadowbane Birst and foremost, the design calls for a world where players can't be safe from other players, This shouldn't be the problem that you might magine, according to Coleman "We know that, generally speaking, the average player is always going to do what's in their best interest or is amusing to him or



The monsters in the land are just as detailed as the players, and sometimes a







War is an essential part of the experience here and Wolfpack rs have done all they can to help it along. Here, a squad lead es his compatriots into an effective buttle for

planning is a mont "Hell Night" - as evening where players can do want with no Basically, the serv is backed up and then players can so wild. The lower levels can attempt to take out the begger characters, players they were too and in seneral chaos reigns. Then, after a few hours, the server backup is restored as never happened.

HELL NIGHT

her at the time," he says, "You really have to design the game with that kind of mentality in mind."

Players enter Shadowbane and immediately ion a suid - either playeror GM-run - not because they're forced to but because it's dangerous to be alone and this strategy is immediately perceived as the culckest path to power (playing to that selfish angle). Besides the advantages of having a group for mutual defense, guilds can claim objes in the game and allow their members to train there as well as buy weapons and armor. But there is a catch - there will always be fewer cities than there are suitds, so you'll always have to be vigilant against other guilds to hold on to what you have and stay in power Driving up the ante is the fact that the longer you hold on to a

town, the more developed your workers within will become, so you will also be given access to better armor weapons, and training - the payoff of course, is that you'll provide a riper target for others. Sieges of a larger city could take days in realtime with enemy guild members tracing off in shifts to wear

the defenses down. Epic stuff Further playing the guids against each other will be company-run "feature characters* (everything from the Invincible Dragon, to the wise king of the land to his gossione jester), "We're thinking that they'll make a deal with one guild and convince them to raid another guild's lands and then turn around and cut



amazinely different with elenty of customizable options including face, halr, and even height

a deal with another guild while you're gone," says Coleman. This kind of political turmoi and strife promotes an uneasy balance and, in the meantime, these feature characters will also be running many of the in-game quests as well as masterminding dark plots against each other According to company President

You can define yourself into 21 possible character classes plus an

II There are lots of races for players to oose from - each with a unique host of gths and weaknesses. Obviously, the e and strength, as these poor humans and out the hard way. Perhaps a more





Alphas



erful leaders and s utions, there will always be those w can be paid to take out rivals. This ass es his ability to hide in the shadows and strikes out with a quick backstab to thy take out his prey

expenence are "things that allow players to change the world they're in - we'll be doing that a lot."

Roleplaying is also important, and

in that vein, players will have unparalleled options with the creation of their character. The list of playable races you can play is among the most edectic we've ever seen. If would expect to see a lot of familiar faces like humans, eives, and dwarves," says Coleman, "but also a few that are unfamiliar like minotaurs, centaurs, and the Iroquois - winged birdmen." And yes, the birdmen can fly and while it was never confirmed, it was strongly hinted that we'll even see a playable race of water-breathing tritions who live in gant underwater cities, Once you pick your race, it will be necessary to further define yourself into one of 21 possible character classes. Even further, you can deck your player out with up to 3 of the 53 available subclasses. Of course, the game also has the



Sieges could take days in realtime with guild members trading off in shifts to wear defenses down

requisite monsters, dungeons, treasures, and magic that every fantasy roleplayer needs to survive. Each game world will be able to host several thousand people at once, and, in another bold move, characters will be able to jump from world to world with the help of specially trained mages. Each world will be different, too, so while some may have stronger magic, others may have more

to point out that these worlds are huge and easily compare to those in other

games There's little doubt that the frontiers of the online RPG will be pushed farther ahead than ever before when Shadowbarre goes live in the fall, With games like this and Ultima Online 2. It's entirely possible that 2000 will be the year that the online RPG fully comes into



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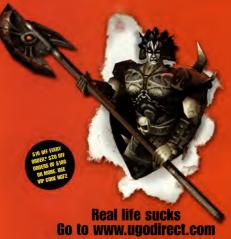








In real life, he would just KISS and makeup.



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KISS PSYCHO CIRCUS Publisher Galbering of Developer's Deviceper Third Law Internative 1 Polices Date April 2000 1 Crypt US

G.O.D. gave rock and roll to you



ered heroes with heavy armor and really big guns. This look ably be a hit at concerts, too

Let's just answer the question

that's on everybody's mind first. KISS? The videogame? Designer Matt Hooper acknowledges that this is Important. "When we were first approached to do KISS, we thought to ourselves: A '70s rock band? How in the hell can we possibly make that a game? Then we looked at the comic series and



there was so much cool imagery, it's not really the KISS band, it's just four superheroes who happen to look

> With this as the launching point, the small team at Third Law Interactive set about designing a game around the dark and eene world of the KISS Psycho Circus comic. "We thought to ourselves, 'Let's make an action game, but a real action game," says Hooper - so the decision was made to make a first-person shooter like no other before it. The starting point of the design was the comic itself, where the members of KISS are all set up as action heroes with mastery over the elements. Correspondingly, there are

At some points in the game, you will be confronted by hordes of enemies who will try to ave the sun, sometimes it's simply better to run

→ Alphas

MUSIC
GAMING
"GREATS"
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worlds set up for each of the four members, each in his own element of earth as fire or water from there, the design team went crazy. "Pretty much all of the creature designs are our own," says Hooper "They IM-d'arlane Comics! are letting us do pretty much whatever we want."

So, besides the dark and twisted creature designs (many based around demonized circus attractions), the Third Law developers felt that their game needed some more creative ideas to keep the title appealing in the alreadycrowded first-person market. "If there's one thing we get frustrated with especially with first-person shooters - as gamers, it's that the game gets really stale after the first couple of levels," stresses Hooper "We're trying to have something new all the way through. This design philosophy has led the team down the unlikely road of using a lot of traditional console-rame ideas. "We have levels set up like Metal Gear where you need to sneak, and some are like Zelda where the door closes behind you and you have to find a way to defeat this boss who is acting in a way you've never seen and won't see again," says Hopper, "Every creature you see, just about everything you fight, will be unique."



Hany of the creatures you face are twisted versions of something you might see at the circus.

This had how is based on the fat man that can take a carecomball to the stremach

Another Impressive leature is "the hords," which the learn is nightful hords, which the learn is nightful hords, which the learn is nightful hords. The hords have been a marked their place is the leaf to the hords, the place is to able to just move through the pack, like in the days of the place is the tean has created a way for the place to be ownered by an overwheiring amount of eventue, fault, by the feeling you get when 59-plac creatures suddenly run toward you be your hords and to place it is not learn to learn the place is the place in the place is the place in the place in the place in the place is the place in the

many instances, you will even be forced to fight off a larger creature — say a grant clown/arachnid — while being swarmed by

the horde.

WIN loss of interesting title touches (including several inable pieces that only MIN loss of several inable pieces that only MIN loss fars will get), a validy original game world, and some of the most firerest; action seen to date, MIN loss when it listendes in April on PC and Dreamest. Including his pieces in April on PC and Dreamest. Hopefulfulf, the game will provide some "Crasy Nights" for people verywhere, not in "Dearto Resolic Clay" — Blake Rischer



 The Lithtech engine enables the game t feature highly detailed enemies that can be dismembered by a few good shots.





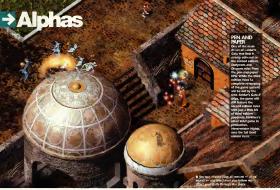




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BALDUR'S GATE II: SHADOWS OF AMN

Journey a little deeper into the Forgotten Realms



Baldur's Gate is the game that managed to single-handedly pull RPGs from the abyss back into the mainstream. Now, not content with



are accompanied by a fireworks display of spectacular special effects

true sequel that is bigger tougher, and more detailed than before. The game picks up after the events in

Baldur's Gate, so it's your good fortune not to have to play as a weaking low-level character (each player starts off with approximately 80,000 experience points). Accordingly, the level cap has also been raised, and players can now achieve some of the higher-level abilities that make adventuring great. Mages, in particular, receive lots of great new spells that allow for some spectacular magic/countermagic battles (with up to eighth-level spells flying back and forth®

Along your journey (which is an estimated 50 hours longer than the last game), you will meet many old friends and foes - as well as explore many higherlevel areas (like helf). One neat twist is the fact that characters can become much more specialized into sub-classes such as Assassins and Blades (Bards who master



In Saldur's Gate & you will run into ma ere's even a Beholder waiting in the world

weapons showmanship instead of an instrument.) As you play through the game, it is also possible to earn a keep. interestingly enough, your keep will represent a branching in the plot that follows your specific class, so a Mage's keep may hold interdimensional remnants of its previous owners, while a Fighter might have to raily the defenses of his keep against an oncoming slege.

With tons of features (intelligent weapons() and a new graphics engine that supports 3D acceleration for spell effects. this may be a worthy successor to the now classic onginal. - Blake Fischer





MORE MOTORCYCLE MADNESS If you're looking for madness of a different, Snake River-Carpet Steven Carpet Steven Carp

Game Boy Color with a side-scrolling action racing title think Excite Sike with major hang times.



MOTOCROSS MADNESS 2

■ Publisher: Microsoft ■ Developer: Rainbow Studios ■ Release Date: June 2000 ■ Origin: US

How do you improve on racing perfection? Read on

Last year, Motocross Madness (along with Age of Empred), helped show that Microsoft Games was for real — the first game to independently model the physics of the cinver and bide, it was one of the best-looking and -controlling recommendations.

motocross sims ever So what's new this year? "Everywhere in this game, multiplayer is in your face," says Rob Rinard, lead designer at Rambow Studios. "Last year, only about 7% of players played online multiplayer I want 25% this year" To increase the personalization, players will be able to pick custom vanity plates for use in multiplayer Microsoft's Zone will rank the top 100 players, and those players will get their ranking on their license plate What else is new? The environment is now almost photorealistic, with plant life appearing in perfect harmony with the altitude and terrain type. The effect is

almost perfectly done, and if you've ever been in the desert, you'll find the same

almost eenly realistic.

Plus, there're six times the area of MCM1 to explore, with six event types: Bigs (open terrain racing with waypoints), the Stunt Quarry, Enduro, Supercross

TAGE ST

(indoor tracks), Nationals (outdoor tracks), and Pro-Clirott Career mode, Packed with licenses, the game relies on help from real motocross celebrities — all the Supercross tracks, for instance, were designed by Stephan Roncals, favored to take the Supercross title this year.

If that isn't enough, Microsoft is planning to include a terrain editor, also, How do you improve a game that seemed perfect last year? Looks like Rambow Studios is on the right tork.——One Charle.



The physics enable amazing tricks, like this desert trailer jump (right)





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→ Alphas



THE FIRST PORSCHE lished until the Os. the first Nicle to bear ti olition in 1900 brache, this batter and Pors he founder of the

D FOR SPEED: NO LIMITS

available in the latest game will be

EA's fastest gets a whole new spin

Sox years and ten million units later, the Need For Speed series from Electronic Arts has proven to be the most successful racing franchise ever But, for the first time in its lengthy history, EA is toying with the awardwinning formula.

Like it or lump it, the only cars



Porsches. To commemorate the 50° anniversary of the largest sports-car manufacturer in the world. Need For Speed: No Limits will feature cars ranging from the classic cabriolets and Speedsters of the '50s through its five decades of dominance, ending with the pièce de résistance, the new 911 Turbo.

There's also a financial aspect to the game, as players must buy sell, and trade cars (and parts) throughout a 50-year Career mode. In this persistent economy, prices will fluctuate based on supply and demand, not to mention the wear and tear on cars intended for resale. For example, if a gamer purchases two identical 356 Spyders and stores one in a garage for ten years, it'll be worth more

money than the one used for racing And even more so than with last year's game, damage will affect gameplay rather than serving as only a cosmetic change in



the car's appearance. This leads back to the economic model, once again, with the need to purchase new parts in order to race. While the jury is out on whether or not gamers will enjoy this new spin on the coveted franchise, single races a la past Need For Speed games will also be included, and there are even plenty of cop - Marr Saltzman

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→ Alphas



III Fighting is an essential part of the game, so you can bet that it will be much more involving than your typical hockey skirmishes



Let's face it — we all knew a Bitz-style hockey game was bound to body-check onto retail shelves soon, but rather in Michaey or Acclaim tackling an ove

than Midway or Acclaim tacking an overthe-top arcade-style NHL extravaganza, EA Sports will step into the rink and delivers the goods first.

Rock the fluik is a three-on-three (plus the goalle) no-holds-barned hockey game with huge hits, crushing checks, and, of course, plenty of fights, complete with westing-style fluishing moves. In fact, much of the motion-capture data collected by wrestlers white creating last year's WCW. Hayhern was recycled for Rock the Rink such as DDIS. Helicoliers.



NOTATION

ROCK THE RINK

"Oooh, Gretzky takes out Roy with a piledriver and scores the hat trick"

and power slams. And since there are no rules, there are no penalties. Gameplay will be divided into three

modes: a straightforward bvo-player sum with predetermined goals to win (from the to 20); a Champloinship mode where the player chooses from one of seven faritacy teams and to sweep the series must win stick, gear, and skate upgrades; and a double-elimination-style tourney dubbed 'King of the Rink' with

uggrades, and a double-elimination-style tourney dubbed 'King of the Rink' with up to eight players duking it out for the cup. With the latter two, players can also unlock all 28 NHL tearns — plus there's a create-a-tearn option for custom tearn names, logos, and even pre-set stratestes.

EA Sports took the arcade concept one step further by creating unique hockey arenas and color commentary

hockey arenas and color commentary to sut the teams. For instance, the Brigades' home turf features an army theme with play-by-play and turns provided by a stem sergeant, white the Demons play in a dark, macaber infix with narration such as 'that was a devisity goalf' followed by evil laughter). This works remarkably well and adds to the molakehility.

and adds to the replayability.
At roughly 700% complete, Rock the
Rink is likely to meet its Hurch release
date, and despite a few controller issues
and random clipping/sticking problems,
it's already in great shape for a spring
brawl.

— Marc Saltaman

THE SOUNDS OF PAIN

Who else would be perfectly suited to perform the Rock the Risk soundtrack than the Hansen brothers? Ned the snot nosed brats, but the No Means No side project named after the brothers from the greatest

from the greatest hockey film ever, Sta Shot, and famous fo the Pack Rock compilations of pun hockey songs. Riffs include "Stick Boy," "Bink Rat," "Ring Dem Bells," and "Third Han In," to



CORRSCREWE

■ This game is being developed by the team responsible for NHL 2000 — a good pedigree

68 MextGen 02/00 www.DailyRadar.com



A little too much or Bitz! Expect sams to literally ignit of fire when they're of ... goe, where'd sey get that idea!



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→ Milestones

Next Generation's monthly update on tomorrow's games





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it's only a month or two in, and the new year is already coming on strong! First off witness the beauty of the latest PlayStation2 and Dreamcast games. Then, when you think you're ready take a glance at the opening movie to Resident Evil Code Veronica. shown below, it's just a teaser, but wart until you see it in action! Finally, check out our sneak peek at the Wkinz-inspired third-person action/adventure Rune. This could be garning's greatest year ever

RESIDENT EVIL: CODE VERONICA







→ Milestones









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Now that we're safely beyond the ridiculous Y2K panic, you don't have to look to the distant horizon and dream of the wondrous games that will come decades into the new millennium. Next Generation proudly reveals how...

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in 1899, US patient office commissioner.

Charlies H. Douth Suid, "everything that can
be invented has been invented." Needless
to sag, he was verong, it sometimes seems
that today's game publishers have the same
idea: every game that can be invented has
been invented, and all that's like its or refine
the genres, mix them up a bit, and add to
the graphics. It's an attitude that's about as
correct as Duell's contention was in 1899.

However, a pioneering generation of developers has budsed that trend, and with new hardware arriving this year to enable new game types, the games of 2000 and 2001 should radically redefine what gaming its and what it can be.

In this story, Next Generation has identified several new creative techniques and technologies that will dramatically change and enhance what kinds of games we can play — and identified the key games that will lead the way into the next milionnium of gaming.



"It's alive!" The weird science of living worlds

THE TECHNIQUE: Living worlds (and the new gameplay dynamics they of THE TECHNIQUES: Advanced processors, GD-ROM/DVD storage



II in Munch's Oxidysee, the player can cause significant changes to the or natural resources, it becomes a blackened wasteland — all in realtime ee a healthy landscape, but as it is depleted of its

Purhaps the most significant change we'll see in games this year is the furth implementation of living worlds. Living worlds have long been a goal of game creators, and now, thanks to modern processors and storage technology, games are no longer limited to sparse environments or the duplicitous detail of pre-rendered scenery. The beginnings of the living world can be seen in the recently released Omikron for PC, a game that tried. and largely succeeded, in presenting a

With the next-generation consoles, living worlds will inevitably become the rule — not the exception

bustling city teeming with life. In game development, the term "IMing world" can mean many things. To Next Generation, a living game world implies the same's world follows and emulates Of it doesn't actually simulate) the natural world For example, in a truly living world, the weather and seasons change, the sun rises and sets, and there are physical laws. (Grawty need not apply, but if it doesn't, it better not apply to everyone, equally) A Irving world is also inhabited by non-player characters (NPCs) endowed with sophisticated Al, each behaving naturally and interacting with one another, not just the player Ideally, a living world will be rendered in realtime, so it can change in realtime, and the action in the world shouldn't necessarily be scripted to be triggered with every move the player makes. Actions in a living world will occur and may or may not be consequential to the actual gameplay or story

With the next generation of consoles, living worlds will inevitably become the rule - not the exception. Nowhere is this concept more evident than with Sega's Shermue and Oddworld Inhabitants Murch's Oddesse. The Sheamur team has spent five years creating the game, and in that time, the development team has grown to a rumored 200 people. This is a development scenario not likely to be repeated any time soon. Yet with the increase of processing power, as seen in PlayStation2, a smaller team might be

and his Oddworld team - a team of 60 who are bringing a 3D Oddworld to life on PlayStation2

Munch's Oddysee may be the most ambitious game design currently being undertaken in the US, largely because of the scope of the living world. Demo footage shows a groups of Scarabs (a crab-like species) moving in a pack, demonstrating In KISS Psycho Circus (see preview, page 59) and Heavy Metal F.A.K.K. 2 (see preview

page 39). Another demo displays a group of Mudokers collecting frewood, independently operating, but performing a group task - it is most impressive. Another demo, which we've shown in the screenshot sequence above, displays changes in the Oddworld terrain. At first, it looks to be a simple, and elegant, demonstration of Munch's graphical ability to do realtime change of seasons. But this is not case,

According to Lanning, the team is building the world to have two economies each with the ability to change the appearance of the environment. One economy is a financial economy which depletes the environment's resources. The her economy is based upon the forces of life, a spiritual economy that replenishes and

heals the environment. So what you are seeing in those screenshots is the state of Oddworld in several stages - from a healthy, fortile landscape to one ravaged of resources. In the final game, the landscape will be constantly changing depending on how the player is treating the ecosyster important, Lanning notes it's more of a backdrop for the action adventure quests



Scarabs displays the kind of deeper Al being developed didyses, Each individual Scarab runs its own course, while

that are at the heart of the game. (In a notine). Abe, the hero from the first two Oddworld games, returns to rescue Munch, the last of his species.) Even if you're not an environmentalist, you can't argue with Lanning's rejection of the fundamentalist binking that has limited the creative growth

"Game economies deal with one paradigm," he says, "that is, trape the land to build forces to go and conquer an opponent that is deing the same thing." This means two opponents with the same ideology. What we wanted to do was have opposing forces with opposing ideologies — strugging over the same environment for completing infliment.

Yet developing his sophisticated word with dual economics hard been early for the Oddeword stam. It has taken them easily be over yet more of the Oddeword stam. It has taken them nearly two years to oracley's conjune up and work, out the methinics of such a complex econystem. Laming cornectly points out that a few of great ceas do not necessarily make something fit, and it's tough finding practical gamaging counterpaint for highly creative connects. Exching the company's codebase to make these new gamaging elements haven't been save after these new gamaging elements.

"One of the greatest technical challenges is in spending the time not coding," says Lanning. "To figure out how such a complex system should be coded. For larger-scale games, you've got to do mountains of planning. Of course, then getting it to run is always a mother in seel for a zillion different

reasons."

Building the landscape for a living world is one there, and filling it up with intelligent. MYCL's animated bedformed has silven the potential of its trademark Garriegiest, with Anna Openion and Anna Sacotta Sac

they've witnessed.

"A system like PlayStation2 affords us the memory to break entirely new ground for more truly emotional gaming." Lanning says.

"A big part of our being able to greatly.

expand the emotional depth of the Inhabitarits is due to the additional memory available for sound. To really have characters come to life with emotions, they need a much larger vocabulary."

The vocabulary Lamining refers to a both a verbal and animated one. Gambglook will have full volceover support. (I'll refuses to having of the volceover support.) at it just adds the effect of hearing something in real time.) Oddword also has big plans for the Dual Shock2, which Lamining can't slaborate on your but hearing with much more togical and retailve reactions. Support the respond to what they're hearing with much more togical and retailve reactions. You also be seeing a lot more of NNCs communicating with one another.

Lanning describes Munch's Oddysee as a mix of action, adventure, RPG, strategy, and emulation, with Hollywood storytelling and production values sprinkled all over it. Despite the coetnast between the odd world of Oddworld and Shenmur's Hong Kang circa 1985, both games are similar in that design respect.

There's nothing really new about the technology of the actual gameplay in Sega's Shanmur. What is new, however, is Sega's storage medium, which gives Yu Suzuki the space to create a dynamic, living city of Hong Kong on Dreamcast, which is

much further along than the smilar systems being incorporate at Dicksonful. Thanks to Segis GD-907H— and fill Suitabl's nearly suffered budget—nearly everything in the world of Shemma is completely interactive, enabling Salabi to more a symanic living world that should be incomparable to enything reliased previously. Shemma enables pigets to do more in the world they are applicing bud doesn't limit them to interaction only with the trings that developers found interesting.

— the lenting factor that lengt treatbond destinating sales from really coulding. Rather than merely presenting a big living works Staudi may have solved one of about that great problems. One of the greatest hurdles for adventure games has been this willbe gamed are expected to have a linear beginning to set up the story and wrists living mediags are. His climacitie endings to movies — also appropriets, how do you keep the story moving during the do you keep the story moving during the second of the control of the do you keep the story moving during the second properties. middle, the largest part is it possible to move the story howard white maritaining a feeling of non-linearity in the game? Sould has a solution. White some (Including us) have oritistate the Dragon's Lain-style of some of the action sequences, that's missing the point; this sint's a fighting same, It's an adventure game, and the sortpard action sequences are basically interactive cut seems, and realtime gamestare.

Currently planned to be sold as 16 episodic Dreamcast chapters, the epic story of Shenmue follows Ryo Hazuki as he attempts to solve the mystery of his father's death in the Hong Kong of 1985. During the course of the same. Rvo will come to rely on the help of Rei Shenhuz, a woman who aids Ryo in his quest, and becomes his love interest. The demo Sega released in Japan this fall gives players a taste of how big, and lush. Shermue's world is going to be. Players could talk, very naturally, to NPCs in the street or working at local shops, and even buy a soda from a worlong Coke machine The goal of the demo was to track down Yukawa Hidekazu, Sega of Japan's managing director, who starred in a run of high-profile

Dreamcast television acts.
The first installment of Shenmue has seen its Jipain release date yo-yo from fall of 1999 to spring of 2000 and finally, back to December 29, 1999. Certainly, if the team manages to make this doze, Yu Suzuki and his seam will be celebrating more than the end

"PlayStation2 affords us the memory to break entirely new ground for truly emotional gaming"



Shermue will bring Dreamcast gamers their fair share of combat, But as this adventure is set in a living world (Hong



mation about games as well. But this purpose to gamers when it forms the gene pool where console games and PC games will inevitably intermingle. While it's safe to reason that console online games will remain console-only for the time being, they will not, by design, be typical console games, nor will they likely be the exact

online console designers will inevitably

mechanic designed for one system on for of the PC online worlds from which online only games, as Yuji Naka, director of Phantasy Star Online, intimates.

will need to find a solution that allows a traditional PC form to exist naturally on console. Expect the solution to be copied Certainly we can expect the persister online worlds of Dreamcast's Frontier and Phantasy Star Online to embody some of the qualities that we are seeing in current

"The system of Phantasy Star Online," Nake says, "Is more similar to Olablo than Ultima Online or EverQuest."

Just as Ultima Online was not a direct el to the Oltima series, Naka explains that Phantasy Star Online won't be a equel to the previous Phantasy Star titles. However, just as Ultima Online was to fann of the Ultima series. Naka Intends to make Phantasy Star Online familiar and enjoyable for the fans of the Phantasy Star series. While he doesn't give specific examples, in a same designed to designed to last a year or more online, don't expect your characters to level-up every hour. ever, in staying true to console-style RPGs, gamers will invariably level-up more quickly than say, characters in EverQuest - where newbles are resigned to Killing rats for weeks before gaining a level or two. So how big is the Phantasy Star Online team? Naka won't reveal the actual size, but he suggests that it's big, and like Blizzard's Olabib, the game will feature an offline adventure as well. The team is

trying to develop a storyline with the network system as well.

"This is not so easy!" Naka says, "but I am willing to utilize the full power of Drammast, and I want to feature ornine playability as much as I can. I think you can expect this title to do things that are

entirely new?

White it's obvious that PC online games will continue to change the way console online games evolve, the reverse will also be true. When quick-ind-cay-to-set up online consoles take multiplier games to the living room, the ceithr code games that achieve popularity will sufficient with a property of the way come affect on the way.

online games develop on PC. In fact, according to market researching firm batamonitor, online conside syming will surpass the PC online gaming community in 2002 — with 29 million users playing online console games, overtaking the 25 million projected to use PCs.

Currently, Sepa joins to have the Declaracian received, sep and running in the US by the fall of 2000 For rows, the company is being yet quiet about the US. Groupship is being yet quiet about the US. However, games such as Mall Life and Adoutry Cale adough how cold multiplayer components in addition to single-player games, so it showly how cold multiplayer components in addition to single-player players, so it should come as no supplies to anyone that these titles will probably be the first to put him new Detamical to Carp. Thomas, deg at of americal by the Production, these FC contris will be the Production the production of the production these FC contris will be the production these themselves the production these FC contris will be the production t

Production, these PL, ports will be the exception to the rule.

"Just like console games and PC games are different, I believe console online gaming and PC online gaming are also going to be different," says Thomas. "Developers have been satisfied with deathmatching for the most part and aren't doing enough to

really enhance or create wholly new online experiences. This is what we plan to do." Thomas is also president of Visual Concepts, the developer responsible for Desamacatis NJL 2X and NBA 2X So or shouldn't come as a surprise that he's backing up this statement he makes above when he meetions the next round of sorts of symmetry will feature ordine claim.

support the presentant origin game network — right cut of the bu

"Direct head-to-head play is a natural," Thomas says. "There are obviously latency issues, but we are working hard to

overcome these as much as possible.
What about downhouldable state that
correspond to what's actually happening
in the real season? Another "natural,"
according to Thomas, who says these
types of features are just the buggining—
sufferturality, some of those about arriv's
"naturals," and Thomas wants to keep
them to himself and his development.

teams for now "If you look at all of the differences between console and PC gamers," he say "that will give you a good idea of the typic of thirting that we are applying to colate gaming for Dreamcast." Like the slogar ass, "If's thirding," and this year, for the first time in console history, it will be thirting online.

Online console gaming will surpass PC gaming in 2002, with 29 million users logging on through a console



Sounds like a winner

THE TECHNIQUE Advanced sound quality and musical set
THE TECHNIQUEY. Dreamcast sound chip, PS2 sound chip
THE TITLE. Resident Evil: Code Veronica

When it comes to sound quality, hearing is believing. Sure, general sound quality has been noticeably better on Dreamcast, but it has yet to break out in a dynamic fashion on the next-generation systems. Perhaps

has yet to break out in a dynamic fashion on the nixt-generation systems. Perhaps we've just hat to wait for the right title, and looking back, it makes sense that the man whose games brought sound to a new level on PhyStation would be the same to charge the playing field on breamcast.



The shattering glass sounds all to

Strnji Mikanii's Resident Eni series and Dino Crisis detirered such wenderful sound, it was no surprise that when we took an indepth look at Mikanii's latest Dreamcast 1866, Resident Eni Code Veranica, we were treated to the next-generation sound

"Our goal is to add as much reality into

quality we have been waiting for.

the game as possible, and Dreamcast brings us even closer to achieving this," Micani stys: "Dreamcast's added acidoc capubilists have enabled us to produce several highquality sound effects at one time. For example, it is possible to have the sound of rain, a human voice taking, and the siren of a police car at the same time. Not only can

We're of the opinion that Code Veronica will be one of the best-sounding games of 2000, and it'll be available as soon as February you do all these things at the same time, but the sound quality is very high."

but the sound quality is very high."

Mikami is right. High enough, in fact, that
the sound of thunder crashing through the
windows may make you want to play with
the lights on — and the moan of an unseen

zomble will make the hairs on the back of your neck prickle up.

The previewable wirston offered greater ambience, and a suspenseful score that wasn't even fully in place with the demo version we zaw. Considering what little

we've literally "heard" of PlayStation2 audio, we've no problem going on the record right now with the opinion that Code Veronica will be one of the best-sounding games of 2000, and It'll be available as soon as







he real deal

THE TECHNIQUE: Graphic realism

HNOLOGY: PS2 graphics chip THE TITLE: The Bouncer Since the Atari 2600, every system

introduced has lived and died by how many drool cups players filled when first observing its graphical power. Now, for the first time. ns have the power to bring dynamic uman movement and realism to realtime gamoplay. The 32-bit systems were great for providing realistic pre-rendered visuals, the topper probably being the waltz cut scene from Final Fantasy VIII. But now, as was recently proved at Tokyo Game Show, this type of animation can be achieved in

M. Aside from some fantastic camera work and lighting. Square is using some motion blur and depth cueing effects to bring a rich cinematic.

realtime. This is graphic realism - graphics and animation that bring realistic human models and real-world environments to games. Undoubtedly something that will change the way games are perceived by people the world over After last E3, no one questioned the fact

that the most visually impressive titles on display were Soul Calibur and Shenmue, largely for their ability to bring human expression to realtime gameplay. As games introduce more realistic models and movement, they enter the realm of realtime cinematics. (You can't compare the intensity found in a final match of a Soul Calibur game to the final round of Karate Champ. can you?) Human characters are looking more human than ever, and the more human they look, the easier it is for us to identify with them. The more we identify th them, the more we want them to cceed — the more important it is for us to win Perhaps, in the past, and even still today, gamers didn't need hyper-realistic graphics simply because they had the imagination and willingness to suspend reality when entering the game worlds. With

more realism in graphics, hardcore gamers are not only more impressed, but casual and even non-gamers will take notice, and inevitably figure out what it is that they've been missing all along Bring on The Souncer, Square's

hting adventure title for PlayStation2 Heck, it may not be much more than a highly-stylsted version of Double Drugon. But given the visual realism of the characters, we're sure it will catch the eye of a few nonbelievers. From what little we've seen of The Bouncer, we can tell you we've been very impressed with the way the characters gracefully and dynamically interact with the urban environments that set the stage. Characters deftly leap over turnstiles, and fight on subway platforms with such realism the game is likely to see more comparisons to the classic gangland film The Warriors than to the classic Genesis brawler Streets of Rage. According to Square, the title will be ready in time for the PlasStation2 Jaunch in lapan, on March 4.

A boom with a view While games like Munch's Oddysee, Shenmue, and the other games featured in

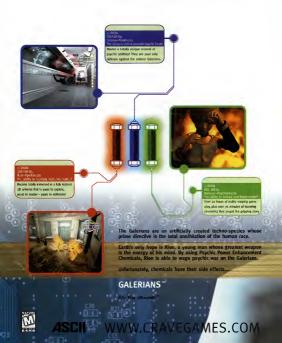
this piece are ones we believe will be real innovators this next year, plenty more are forthcoming. If you saw the November 1999 issue, you'll remember the feature on genre-busters that included such highlyticipated titles such as CAC Renegado, Deus Ex, Team Fortress 2, and Halo, each of which makes some considerable advancements of its own. It's also highly likely that as soon as we put this issue to bed, we'll get wind of more remarkable PlayStation2 titles in the works that could have been included - and we still haven't seen exactly what LucasArts has up its sleeve with Obi Wars There's also the chance that any of these

ambitious titles featured here, when finished, could end up with disappointing gameples. We're betting this won't be the case, but even still, these games should stand as a testimony to innovation. While we may have panned Trespasser for its weak game design and useless interface, we still give it credit for its superb physics engine, which has inspired other designers games. In fact, Deus Ex's Warren Spector itted as much to us 18 months ago at London's ECTS, while Trespasser was still in

And although most of these mindblowing games seen here are scheduled to be released this year, it's highly likely one (or possibly several) of them will slip beyond the calendar year of 2000, simply because of the scope of the projects. Regardless, even if all these groundbreaking titles slip to 2001, these games will still have just stated, developers and publishers are quick to take notice of titles that successfully evolve gameplay. (Remember all the C&C clones? Maybe not, but you remember games like Total Annihitation that advanced the senre.) Any honest developer will admit that their own ideas are often sparked by features, designs, and technologies, they've seen in other games maybe at a tradeshow, or maybe in a same masszine. Hopefully, as you finish this article, you'll feel that it could be happening right now.

AGONY, MADNESS, DEATH.

CHEMICALS HAVE THEIR SIDE EFFECTS.





→ Profile

Dreamcast's just made it to a million units sold faster than any console in history. The big question on our mind is, of course...

Sega's launch in the US has been an unqualified success - breaking

records as well as the company's Internal projections. But with PlayStation2 on the horizon, how can Sega keep up its momentum? We talked with Sega's top man in the US, EVP of Marketing Peter Moore, about the sale, the games, and the future.

Next Generation: What was the actual day you hit a mi Peter Moore: The Tuesday before Thanksgiving, so the 23rd. We got the TRST numbers on Monday, and by the afternoon it was clear from the data that we'd done it. It may have happened over the weekend, but it was Tuesday that we were sure.

Next Generation: And that's a million sold through to consumers, not just sold into stores? Peter: Sold through! We only talk about sell through at Segal

> Five million is critical mass! I don't think anyone can turn their back on you if vou're talking to 5 million dedicated consumers

Next Generation: How does this fit with your projections? Peter: Well, Bernie said before the launch that we'd hit L5 llion by March 3I, 2000, the end of our fiscal year. Now we're saying L5 million by December 31, and 2 million by March. And again, that's sold through. Quite frankly, we believe the real demand between launch and Christmas is in excess of 2 million units, but we simply couldn't catch up with production.

Next Generation: In the 32-bit era, the "critical mass" for success was a million units What's critical mass today? Is it

still a million?

Peter: No, I think it's multiple millions. That was then, and I think the industry, with thanks to our competitors, has broadened dramatically. We sold a million Saturns, so theoretically we hit critical mass, but I'm more of the feeling that it's the velocity that 2 million sold through from March you hit certain milestones wh is important and the momentum you build. But I think the industry has grown so dramatically that a million is no longer critical mass.

Next Generation: Five million? Peter: Five million is critical mass! I don't think anyone can turn their back on you, in any industry, If you're talking to S million dedicated consumers

Next Generation: 50, how many its do you need to sell to get EA to come to Dreamcast? Peter: We don't know. We have a cordial relationship with EA. and we're in communication with EA. We're obviously in some areas, particularly sports, big competitors. They're a great publisher, but you know what? They look at the business a bit differently. They weren't there for PlayStation at the get-go, they weren't there for Nintendo 64 at the get-go, and I think they have a sit-and-wait attitude, and that's fine. I think the onus is on us to actually deliver what they're waiting for which is whatever

their version of a critical mass is, and that could be 2 million and that could be 3 million.

Next Generation: What about sales for next year? Will you hit Peter: We're committed to our

3L Then we have to go to Japan and work on product planning for fiscal OL You know what the variables are: it's If they launch, when they launch, at what price they launch, what momentu we've got, etc. We do a lot of research talking to consumers and saying: "If 'competitive platform' launches on 9/20 at \$299 and Dreamcast is available for \$199, Mr. Fence-sitter, where's your money?" So we're very sh that if and when the launches, we'll have established a major beachhead in terms of installed base. Now obviously that's going to be millions. Millions upon millions. Exactly what we'll be able to add onto the two million we'll already have had from March 3l. I don't know, but it

Next Generation: Those kinds of sales mean you should be seeing some economies of scale in production. Can we expect a price drop for the next holiday

could be anywhere from as low as

3 million to as high as 5 million

Peter: In the history of the industry price drops always seem to be strategic. If you have to, you have to, regardess of if you've achieved those price savings at the back end. If you have to drop the price for competitive reasons, then you have to drop the price. We will be where we need to be in relation to the competition through the next focal year.

Next Generation: With LS ion in sales through the days, you've definitely gotten back your core Sega buyer. What are the next steps for Sega? How do you fight against Sony now? Peter: I think the content does that for you. Look, I can't believe there's one Sega loyalist who hasn't bought a Dreamcast yet. I see it like this — we've thrown the pebble in the pond, and we've got that first ring. Now I've got to fine-tune my marketing mix to not disenfr first ripple - your readers and my core customers, but also to embrace that next ripple, whether it's the younger consumer or the more casual consumer And I think content does that. When I look at what we have coming down the pike in Q1 - Crazy Taxi, I'm just rea ed about that, and that will have a huge appeal. Code Veronica will add a differe group, the Resident Evil fans, Anytime we add a separate orts title, you bring in a new core, and NHL will do that --and NHL is looking fabulous. So it's like biting off bits of the apple. And the content we'll provide over the next 60 days, both Space Channel 5 and let Set Radio, is just amazing. The real ace in the hole for us will be the successful launch of the Dreamcast Network, hopefully prior to the launch of PlayStation2. They decided to sit out the narrowband era. We think, quite frankly, that he who

builds the community during

narrowband has the competitive advantage during the leap to

broadband. **Next Generation:** The product mix so far has been good, but where are the RPGs? Peter: Depends on your definition of what Shenmue Is, Yu Suzuki has eight words for it all In a row - action/adventure/RPG/ forklift driving... There's Climax Landers. There are a number of ings in the pipeline right now but Time Stall ers will be our first G. I don't think in all honesty st answers the question of hat your readers want to hear about RPGs. And we recognize that. If we could trade five racing games for an RPG, we would! These questions are not falling on deaf ears. For me, though,

Next Generation: Sega of Japan has announced that it's breaking product development into several independent companies. What are the implications for Sega of America? Peter: if you read the press

Shenmue has everything those

guys are looking for, and more.

release, everything they are doing makes a lot of sense. In difficult business, and the sense is defined to the sense is designed to the sense in the sense is designed to the sense in the

Exchange liked

covered up the more bureaucrasis the company becomes. The idea was to cut through a lot of the bureaucrasy, and make these teams accountable for PAL and for delivering great content. In the old days, "you had a mis, but Nake had a hit with Chu Chu Rocket or whatever, then somewhere you're. you're naked and exposed in this shustion. Certainly the Tolor Stock the decision — our stock doubled in six weeks, even though we announced a major loss. From our perspective here, I. agree with it, because affi want is a great game. That's the only deliverable I care about on this side of the Pacific Ocean — where are the games? NestGen

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WILD WILD WEST





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IT'S ALL GUI GIRI GLOR'







⊋Finals

Morals: some games have 'em (*Ultima*), some don't (*Quake*). Whether you like your games naughty or nice, there's something for you in this month's section



WWF Attitude
Chef's Luv Shack
Armada

Nintendo 64





is best considered a tutorial for

newcomers to the genre, and

hile you do face off against

some of the nastiest bots this side

he universe (especially on the

Quake III Arena

Publisher: Id Software Developer: Id Software Wipe them out. All of them.



not the tool, but what you do with it for something like that.) That brings us down to the returnion of Quake III Arenal — a game that has had PC owners slavering for the last two years. It's now at a store near you, waiting eagerly to be adopted into a loving home.

Don't be fooled, though: Quake III Arena into fire

everybody. This time around, id has decided to forego the singleall player game and instead develop for an all-multiplayer audience. The included single-player mode

THE REAL QUAKE

Experts agree that Northern Colfornia is due for a major continguise. However, according to maps provided to us by the USGS, Next Generation's offices are built on bedrock — so even though the building shakes when a truck goes by, will still be able to publish after "the big one." Assuming we have power, of course...

90 NextGen 02/00 www.DailyRadar.com



Top Gear Rally 2...

Tomb Raider: The Last Revelation orrow Never Dies 96 96 Chocobo's Hysterious Dungeon 2 Warpath: jurassic Park . NBA Live 2000 Silhouette Mirage



Wu-Ta	

 PC	
Ultima IX: Ascensio	e
Age of Wonders	
SWAT 3	
Sim Theme Park	
Delta Force 2	



102

102

102

102

103

104

104

Spec Ops II.

inc el of Time

101

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Omlkron: The N

rstate '82

sheron's Call

riel Knight 3

The Rating Svstem

Since we're living in a time when even average games are pretty good, we at **Next Generation will continu** to demand even better Note that a there-star rating is a typical "good" game, so expect

to see a lot of them **** Revolutionary ***** Excellent

☆ Good ** Fair

******** Bad

Denotes a review of a language product

too two difficulty levels), blowing away CPU opponents isn't nearly as much fun - or rewarding as playing over the net. Plus, the bots sound horribly dumb when getting old. So is it fun? Well, if you're they speak to you. At least the taunts in Unreal Tournament had

some bite to them. Get online or on a LAN and there's good news — this is, without a shadow of a doubt, the most intense deathmatching experience ever delivered. The speed has been upped, the weapons have been balanced better than before (although they're still not quite perfect), the trol is as tuned as it gets, and the inclusion of dozens of different game models (all with tuned in their favor their own animations) and skins Still, we know that, as a enables you to personalize your character right out of the box The maps you fight on, however, are a mixed bag. While most are loads of fun to play, and balanced very well for deathmatch (including areas in most suited to many different styles of play) some are just so abstract you feel

like you're playing in something out of the mind of M.C. Escher Also, the whole "look, it's a space dungeon" feel is

craving deathmatch, then hell yes. Four fantastic Capture the Flag maps have also been d (the final one is the clear winner), and they add some much-needed variety to the mix. Unfortunately those still stuck at home with 56K moderns or slower will feel cheated when playing against lower-ping evers with more band the game is still playable for these players, but it's not exactly

platform. Quake III is still the most essential piece of software you can buy this year, and one star of our score is given based on our certainty that amazing mods will soon be available for Quake III. By the time Quake IV rolls around, we don't doubt that this game will still be



installed on your hard drive and

still getting loads of play due to its ease of modification. Id has given players the power to create new and wonderful things; in the meantime, the mpany provided some diversionary effort in the way of



fun deathmatch maps. In six months, don't be surprised if you see servers offering every kind of first-person multiplay you've ever heard of, and so you haven't. Hopefully, by then you'll also have that cable - Blake Fischer

ENextGen * * * * *

Bottom Line: The best deathmatch yet. Period. End of story. If you want single-player or a storyline, buy Half-Life. If you want great DM and near-infinite expandability, Quake III is the best in the business



This is, without a shadow of a doubt, the most intense deathmatching experience ever



⇒Fiñals ⊚

Centipede



the PlayStation or PC versions

Almady available on PC. Centpede is essentially a 3D update of the classic shooter You now have the ability to move around the complete playfield, and you can rotate your craft 360 degrees. Multiple weepon upgrades are available to the player, and levels are now

Publisher: Hasbro III Developer: Leag

While it looks erest in first

mission based. There's even a that may be part of the desire's

strodine You still have to defeat core legitations As a bonus, the classic arcade the evil bugs, but you also have to protect villages and rescue stray version of the game is included on the disc, and we spent more Centinede suffers in part due time with the original Centipede to the full 360-degree playfield

than with the updated version. Wife all for unders of old person, to actually play it you classics, but the updates need to need to be zoomed out, which is add something to the someolay frustrating Also, the game suffers So, does Centipede pass muster? from a lock of variety After the Brenty On its own it would get first five or ten levels have passed

two stars, but the addition of Ed Logg's classic bumps it up to - Artem Deuterin

by you get the distinct feeling that you've seen it all before, although NextGen ★★★☆☆

Bottom Line: Centipede may look good in 3D, but the classic version of the game is still more fun

and Owen Hart, who was killed

in a trade accident the sweener

Corner mode is a thicky dispused

mode is all but unplayable thanks

to a complete lack of partner AL

l'you pin someone in your own

the tar out of you while yours

example "Bad Kitty" is Donkey

Kong with Cartman at the too

to set close to him, it's light-

while you control the latty trying

hearted but not especially deep

warte a harrisone. South Rady fan

desperate for trivia, there's not

probably world be able to sit

through the load times (which

seem to add 30 seconds to every

button press). - State Fischer

much meat here, and you

does nothing. - Daniel Enolson

ladder climb, and the Tay Team

dozen or so modes of play which all feel the same had. The

and seems authorist

WWF Attitude er: Acclaim II Developer: Accla



The roster, fairly current when the original came out in August, is Wow, an armbar! This is a now hopelessly out of date. Sable, exciting as it gets, folks A heatly ported PlayStation title. WWE is featured prominently in the opening move, and the to moment the chaos and presence of superstars like Dr over-the-top antics of the WWI Death, who has since been fired. on PSX is an embarrossment on

NextGen ★☆☆☆☆

Bottom Line: A pathetic port - the only reason this game gets one star is that the jewel case was reusable. robots, displaying neither loy at a

Chef's Luv Shack ies # Developer Appleis



Dreamcast, Although the

eraphics are hi-res now, the westlers still move and set like

job done, but even Sout fans are likely to get tired of

Every once in a great while, there is a need for the bardone to have a party game around their home for their less-skilled guests. Cher's Lov Shack attempts to fill this niche by combining a light trivia game with some classic

arcade gameolay The result is an equally moved bas If you can sit through the temble, terrible, temble load times, the game is pretty fun. It's set up in a You Don't Know lack fashion with funny categories and questions based on both real-

world trivia and the world of South Park Between rounds of questions, everybody has to play a classic arrade same re-tooled. for the South Park universe. For

NextGen ★★☆☆☆

Bottom lines if you've already burned out on YDKJ, and you need some more game-show luvin', this is your only option, so you're stuck

Armada

RPG + Shooter = Shooter



A sterold-fueled

Asterolds for the Segs Dreamcast, Armada serve as a pointed reminder of what could have been. Built ers would love to shoo t out in epic internet multiplayer battles, Armack me should -- tight control ken from a certain Atari classic), simple interface, and

rturately any sort of twork option nacis's universe, taking to the unifiendly depths space battle. Having selected players engage in frantic 20 space- and planet-based redits and experience

> itions against the evil Space dust chokes the

floating debris, etc., make determining what's going on an exercise in futility.
Although the game stakes a claim to being a

ships start swarming with overwhelming numbers, and ht, or groak, Death, in fact, is so commonplace in Armoda that the game fine as an RPG-lite, its rather rward play and cless blow-'em-all-up ature romans a sticking screen or competitive play notion, boosts Armede's

- Greg Orlando

ENextGen ★★★☆☆

ons, too. These unifiently sixes (and galaxies), however, are

Exercise your muscle to EXORCISE their souls



⇒ Finals 🖈

Hydro Thunder



wiAtari does out-ofcontrol racing like no one else

This is a near-perfect N64 translation of Michael's awesome arcade racer The sensation of speed is fully intact as you palot one of B blazing-fast watercraft locations including a crumbling Egyptan temple, a ship resenant, and New York City. after a volcanic eruption. The

way # Developer: Atari framerate is amouth, and the physics model excellent Linfortimately it doesn't have arwthere beyond the arcade

version, once you unlock the extra tracks and boats, that's it. Even the samplest of features that would benefit the home user (ahem: pause buttor) has been neelected At the end of the race, you're returned to the title screen and forced to rechoose your track and boat, whether you want to or not.

The game lacks even a twoplayer mode, and our version contained a few glttches: some tracks were misdentified on the selection screen, engine noise sometimes out out when the boosters shut down, and an intermetent crash-bue surfaced

gameplay to be hemous. The

controls are unresponsive and

the CPU players run around like

headless chickens. Players fatisue

quite quickly, and take forever to

recover their stamina, so for

most of the game you'll have a

team on the foor where every

player would come in third in a

Dob Crooks

in the Zone 2000 has

To its credit. Armornes

mode in this mode two players

fight through the single-player

the novelty of solit screen has

wom off them's still not much

to like here. - Matt Sammons

game as a team. However after

features a two-player co-op

in a sharp corner on the Lost Mand track. Hedro Thunder is still a blast to play But this version offers nothing new or different, and its longevity suffers accordingly - Enc Bratcher

NextGen ★★☆☆

Bottom Lines flow without two-claver, this is still a really fun game, though still a bit, um, shellow

postated players and amateursh

In the Zone 2000 ami # Developer: Konami the times with extremely



animations. They run as if their less are tied together with rope. and it's laugh-out-loud funny to see your player moon walking as you try to get back on defense. There are so few frames in the III It's not just ugly, it plays bad dunk animations that it looks too. Stay away If we followed the credo of "If you don't have anything rice to

say then don't say anything at all," this review would already be

over in the Zone 2000 is smply a travesty of a basketball same. While not quite as blurry as in last year's version, the graphics are still miles behind

race with a turtle and a slue attempt at portraying fluid absolutely no redeeming If you can get past the dated features, and should be avoided look of the game, you'll find the

NextGen ★☆☆☆☆

Bottom Line: This game manages to eke out a score of one star only because our rating system doesn't go any lower.

Armorines: Project S.W.A.R.M.



Armorines: a good idea, but something went hornibly wrong If war is helt. Armorines is some

land of belows sub-hell An EPS based on the Turok 2 entire. it. attempts to re-create the bugblastine freneticism of Starship Troopers, but comes closer to re-creating the feeling of a blow to the head with a blunt object

Blant Obsert #1: Lacklester shooting sections, which seem graphics. The same's high-res. oddly misplaced in an otherwise mode, enabled by the NK4 Ram tunical EPS Wronon selection is Pack, goes to waste in level after unintuitive, and the weapons are level plastered with dull. barely differentiated. repeating textures. (That said,

the bug models are well designed and animated.) Blunt Object #2: Uninspired comentar Levels are linear blastfests, of the push-the-button-tonnen-the-riggr vanety Interspersed are a few on-rais

■ NextGen ★n\u00e4n

Bottom Lines Amorines is a great step backward from Turok 2. If you're desperate to kill bugs, buy a can of Rad instead.

Top Gear Rally 2

This is Nintendo 64 rally racing like it should be



to expect when we heard Boss wasn't developing this, but we're ning, but numarkably fun single-player game by going through the ARSG Rully thool, where you'll learn the basics of raily racing, like driving forward and hitting he brakes, and eventually ove to pass final tests that are far more challenging Once training is out of the way, the rally races start with each leg of the track raced separately at different through each section of the race, however, you earn money from sponsors that

different tires. These





players, but the bottom line is that the realistic physics continues, damage to the time, which may mean a

en having the wrong tires ENextGen ★ ★ ★ ★☆

tom Line: With 15 cars to choose from, realistic west tomization, shortcuts to find and exploit, and mul support for as many as four players, this game is a must-have for any N84 racing fan





Tomb Raider: The Last Revelation

Eidos tries to restore Tomb Raider to its former glory

Over the past couple of years, the Tomb Raider what made the original so good (raiding tombs). Fortunately, with the release of the third sequel, the ever-popular franchise has tially returned to its former glory. The Last Revelation has a lot in common with the original same. Exploration has returned. the game is confined mostly to

also been redesigned - forget puzzle is always close at hand. Despite these welcome

improvements, though, there are

(although the green and grey color palettes of the first game have been replaced with tan and brown Egyptian motifs), and the suspenseful "when is something going to jump out" gameplay has returned as well. Puzzles have ning around for miles, because everything you need to solve a

murky tombs and catacombs



Tomb Raider: The Last Iteration? Interest in the state of the st

still frustrations here that Core has yet to address. What's worse, all these bad elements present themselves within the first hour or so of playing. The camera still gets in the way and there are: many instances when you won't be able to see below you while the anie to see below you while hanging from an enclosed ledge, forcing numerous "drops of faith," which sometimes end up being drops of death. And graphically, the engine is really showing its age. The environments still feature tons of oping, and textures often just look horrible. Even Lara's

character model seems to have taken a turn for the worse - and ends up being a lot more the "young Lara" in training is Innovative.

simply butt-ugly Part of the problem may be Eldos' desire to ship a new Tomb Raider every year - even with multiple teams, the game ends up feeling rushed, and even to move ahead the genre. What

was once a groundbreaking game is now just a few steps away from mediocrity. While Last Revelation does manage to capture the look and feel of the original game, it ends dangerously close to being too little too late. We can only hope that the young adventurer's first title on the forthcoming PS2

- Stephen Frast

ENextGen ★★★☆☆

Bottom Line: If this was the first sequel, we'd be impressed As it is, we're barely satisfied.

www.next-generation.com 02/00 NextGen 96

Tomorrow Never Dies



too late. This is no GoldenEye After the success of GoldenEve MGM decided to keen the Bond.

close at hand. Unfortunately this is no GoldenEve. GoldenEye succeeded in part because in order to win the same. you had to think like Bond and you had to act like Bond. You

bourns our victors friblion shooting things like a madman if you expected to get anywhere in Tomorrow Never Dies, K's possible to play the game as a Rambo super-agent, running in with guns blazing, and still win. For

a Bond game, this is totally wrong Other problems include length and difficulty The same is a measty ten levels and presents so little of a challenge that it can be beaten in an overnight rental. An average level will take IS minutes or less to complete. Control with the

would be unplivably forstrating There's nothing new here, just the nun-of-the-mill if you're a tned-and-true Bond fan Tomorrow Never Dies is almost worth a rental. Then again, you could always just rent the movie instead. You'd probably have more fun. - Arlam Pavlacka

digital pad is decent, but the

analog pad is way too littern

walls, and he has a complete

mobility to are his our - if the levels weren't so short, this

Rood has a tendency to stick on

NextGen ★★☆☆☆

Bottom Line: Take away the Bond license, and what's left is a very basic third-person shooter with little innovation

tor Electronic Arts III Developer MOM Interaction

Chocobo's Mysterious Dungeon 2



that, and the game is really fun Just as Square is pushing the definition of what an RPG is with the Final Fantasy senes, it's remaining true to the genre's ancient roots with Dungeon This is role-playing at its most basic explore randomly generated dungeons, kill enemies, collect treasure, level-up, and find the

Of course, this is Square, so the ASCII warners of Reque have been replaced by the company's

characters. Chocobo is the hero, of sidelacks through the game. In addition to soels, there are magic items to pick up (like cards that reveal the level's map), food, secret floor panels that either offer a small enablement

challenges anything beyond the primative gamer's brain you probably honed on NES or 2600, har that isn't necessarily a bad thing. There's a reason dungeon crawlers are so compelling, and with today's interactive mowestyle RPGs, it's sometimes nice to go back to the origins of the

make the game tembly

just plan look alder.

Interesting - many of the critters

DreamWorks did include a

(mystetty) or curse (disappearing

Overall, the same never mally

- Chris Charte

maps), and a few more tidbits.

ENextGen ★★★☆☆ Bottom line: If you're looking for something new, look elsewhere. If you're looking for something classic done with more advanced graphics, you've found it

Warpath: Jurassic Park



Warpath features one of the there — almost as bad as Alse Every once in a white, we have to wonder if publishers and

developers actually play the Ostensibly a fighting game. Warpath takes the premise of dinos dukine it out and runs with

it. The problem is, it doesn't actually run wary far This isn't a fighting game, it's just a pointless button-mashine overcise. Worse, the size of the dinos has been wildly altered. Instead

small "educational" section of the disc covering the history of the of giving each reptile adventages disosaurs involved it's amusing and disadventages based on their but nothing more, and we doubt size and weight, the developers most folios will even give it a smok made all of them murbly second look. If you want a the same size, A T-Rex should Rehtma game featuring dinosaurs, not be the same size as a control go dig up a copy of Phrnal Rage This may have solved a few It was much better than Warpath will ever be - Adam Pavlacka design problems, but it doesn't

NextGen★☆☆☆☆

Bottom Line: History has shown that the Arassic Park Icense spells doom for any game it touches, and Warpath is no exception

IBA Live

EA delivers another slam-dunk hoops title



No one can accuse
EA Sports of resting sion of the long-running the gameplay has been fir

tuned to deliver a very reasonable facsimile of the sport of basketball. What benefits the oncourt play of NBA Live 2000 strolled players now have a real understanding of the finer points of offense and defense, and those unfettered, turbo-charged

Youlty levels requires you move the ball, find the en man, and concentrate the defensive end

of which can be quite difficult (i.e., wonling a championship on the history chise mode. You can

Michael Jordan. The new One-on-One mode lets you

order to play as jordan, though, you'll need to beat

him first. Similarly, unio

the legends for use in all

guide your team through 10 seasons, but the lack of a rookie draft means the rosters remain pretty static although this is tempered somewhat by the fact that you can create players and add unlocked legends to it may not have the

looks of NBA 2K, but the u could ever hope for

of the game from the 1950: E NextGen ★★★★☆

inclusion of 60 le

Bottom Line: This is as good as a basketball game gets on PlayStation

lhouette irage

From the platform to the edge of sanity...



A two-dimensional drug trip, Sthoueste Minage stands as a monument to the Depending on the bent of her nd of the Rising Sun, where

Expect to choke on the way through seven competently rendered 2D rids, plunking away at - gjant killer florists. Shyna controls parasite weapons that ructive forms, and utilit

emately reflect energybased attacks, steal pov se and personal, our employ a series of non requires Shyna to push enamies into soup), this inspires naught but goofy

ced. Sure, the game iss, and acheres firmly to the annoying school of the name of their move ever time they perform it (Shyna's nind-shriveling tendency to ark out "Reflector," may iduce psychotic behavior), but it's all in exceedingly

ENextGen ★★★☆☆

Bottom line: Betudded baseball player Richie Ashbum once quipped, "I don't know what it is, but I know I've never seen it before." He might as well have said it while jamming away on the eminently quirky and playable Silhouette Mirage Fighting Force 2

Righting Force 2 was clearly intended to rectify many of the problems that we had with the onenal, a pure beat-lem-up with few frills. The game design is far stronger, the graphics are far better and the exmentsy frotures much more variety However in making this gant from between sequels, it looks like Core has still stumbled in creating a compelling experience - despite the sheer

We just can't shake the feeling that the game soft finished The eneme is solid, and you can control your man character just

thus, or take them out with the large variety of weapons but that's all there is. The the periphery of the player's vision, and it certainly doesn't affect earners at all The hest you can hope for are gimpses of what the story was supposed to be like in the cutck intro movies before each level (which excitate nothing) or the long interludes of scroling text



stivation for all the fighting It's better, but without some reason for the fighting, we're still not caticized - State Rocker

NextGen★★★☆☆

Bottom line: Solid, but ultimately uninspring. You'll burn out on fine as you beat the heck out of this game long before you best it.

Pong

Publisher Hasbro III Developer: Sup

At first plance, Pong appears to good, dumb fun. And actually it is nothing more than good dumb fun At the heart of the same. Pong still remains fathful to the 970s original that inspired it. Basically all you do is control the paddle at one end and reflect the ball back at your opponent. To keep things interesting the folks at Hasbro have designed several different variations. One round may have you dodging monkeys in the middle of the board, and another may have you playing a two-paddle soccer varient. Some variants are really out there, too (like Forg fshing).

Still at its core, the same remains just as addictive as the original same, which still manages to captivate the NG staff whenever it gets played (after all, we can even best Notan Bushnell at the original

perfect - the DualShock is no

paddle controller - but, other

than that, the game's a blast.

While it's not egine to replace

hours at a time. Just don't tell anybody.



■ Yes, it's Fong. Yes, we liked it. Wanna make something of it? your must-have list. If you give this game a try don't be surprised if you find yourself pleasantly - Blake Forter

Tony Hawk or Medal of Honor on hooked

NextGen★★★★☆ Bottom Line: Good dumb fun that will keep you hooked for

Wu-Tang: Shaolin Style

This may be the Dt. Frankenstein of fighting games. Built around the solid Thrill XIII lighting engine, it has Tokken-like controls. Mortal Kombat-style fatalities, and a story mode first found in Soul Edge Does it work? Yep. The

earne is quite fun and stands on its own as a quality fighting game. In the story mode, you take members of Wu-Tang in an attempt to rescue your sense The cut scenes are remarkably well done, and the music, which includes three exclusive tracks from the band, is ideally suited for cracking heads. Each of the nine characters needs to finish the game and meet certain goals

to open up all the extra characters, costumes, and other bonuses. Beware, though the single-player mode is incorely difficult, and will likely frustrate amone but the most seasoned fighting veteran.

Characters are detailed (atthough arenas are a bit bland), and there are other nice. touches like more than 50 fatalities and a cool Matrie-like freeze-frame pan during the final hit in a fight. Although this won't

Walt a minute ... wn any points for originality



fans of either hardcore fighting games or Wu-Tang should find it - Atm Preston

NextGen★★★☆☆

Bottom Line: A decent fighting engine, a great soundtrack, and a little ultra-violence are sewn up into a very respectable game



Ultima IX: Ascension

Oh so far, and yet, so very, very near

happen, right? A game takes over four years in

Guess some rules were meant to be broken. One thing, just for the record:

the signs this has been in opment for ages are, on a

almost breathtakingly detailed, there's something that's smeared and blocky sitting right next to it — and we mean right next to it. There's also the odd time while accessing the next bit of data on the disc that practically grinds

DRAGON EDITION







8 NextGen 02/00 www.DailyRadar.com



ts roam the countryside looking for innocent people like you to look entry in its history. Maybe he

everything to a halt. Last (and worst), while Ultima IX runs just fine under 3Dfx and Glide (doubtless the best, most natural option back when this engine was being tuned), the Direct3D renderer was clearly tacked on, yielding a hideous, unpredictable framerate that makes it a sheer frustration to play at times for anyone with a TNT2 or GeForce.

Thing is, after a surprisingly short time playing, all this begins to really not matter. Ultima IX, the last of Richard Garriott's seminal and longrunning RPG series, is easily the deepest, most fully realized

and everyone else at Origin learned something from the painful birthing process of Ultima Online - or maybe they just had so long to think about it, they could simply keep packing things in. Doesn't matter. The result is the same. Ultima IX is as close to an Interactive masterpiece as it's possible to find.

This really is the be-all and end-all of a completely realized, classical RPG world. Practically everyone you stop to talk to has their own story to tell (and their own crisis that you alone can solve - hey, who said it was



easy being the hero?). There's definitely a main plotline to follow, but it's just as possible to spend hours following the myriad sub-quests that are everywhere, each of which is nearly as compelling as the last. However, despite the vaguely adventure-game-ish trappings imposed by the 3D

environment, make no mista - the only real puzzle to solve here is how much you want to accomplish, how many "smaller" lives you want to touch. Even stranger, you get the oddest sense of satisfaction helping out everyone you come across See, it's relatively simple

game, but it's difficult to do it exactly right. Which brings up the most interesting point: like every entry in the Ultima series, Ascension has a definite moral center, a way of looking at its own world that rewards the particular path of righteousness that you have to consciously choose at the beginning. ritannia is a big, big place,

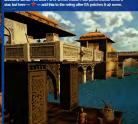
full of both opportunity and temptation. As you begin your you need to realize this means more than lip service. You have to actually play a role - no one else is going to do It for — Jeff Lundrigan you.





(although voraciously time-ENextGen ***

Bottom Line: The best PC RPG ever made. Poor performance costs a



→ Finals









Similar in many ways to games like Master of Magic, Warlords and New World Computing's Heroes series, Age of Wonders doesn't break a lot of new ground in break a lot or new ground in fantasy turn-based gaming, but it does bring the best elements from all these games together in one truly amazing package.

e truly amazing package. AoW has a deep storyline and unlike a lot of games in the genre, this one's a real grabber. At the beginning of the singleplayer mode, you can choose to be on either side of the Light Elf/Dark Elf conflict, following the path of peace or the path of destruction. This greatly extends the life of the single-player game since both sides play out differently and utilize a different combination of the game's 12 races. And while a random map



generator would have extended the game's life even further,

AoW does ship with an editor

Age of Wonders Publisher Of Interactive | Developer Triumph Studios/G.o.D.

Triumph Studios finally finishes its masterpiece

that enables you to make your own maps: it also includes a plethora of ready-made maps ready to go right out of the box. True to its roots, AoW puts you in control of various heroes that can gain power, weapons, and artifacts over time, but as a nice change of pace, non-hero characters can also be grouped ner in stacks and can t rse the land on their ow Plus, regardless of your affi ood or evil), you'll eventually we access to over a hundred beautifully rendered spells covering eight disciplines.

Games can be played in either standard turn-based de, or a simultaneous mode (a feature that we hope will be opted in all games of this ilk going forward) in which all ayers move at the same time.

Either way, Triumph has delivered a turn-based (or nultaneous, see sidebar) masterpiece. - Greg Vederman

AGE OF CHOICE In AoW, battles can be fought in tactical mode where you've got cont



ENextGen * * * * *

Bottom Line: Age of Wonders stands tall as one of the best nes of the year. So, unless you're big on self-deprivation, go out and purchase this right now!

SWAT 3

Sierra SWATs down the competition in the squad-based action aenre



With SWAT 3, Sierra has done something that Red Storm singularly you have proper interaction with NPCs Innocents scream when frightened, to do: take a long, hard Six a great game and improve sentations of real SWA Roque Spear lust contin

can be summed up in a single expression: Al. Your teammates won't shoot you Occasionally, of course, I'll take out some guy king a gun around at you They won't block you in. They clear rooms on their own, slicing the pie. They will return fire when fired upon disappointed. On the flip hostages unaided. And then they'll report back to you and tell you what they've done. In short, watching your element your men react differently in every rerun of the same scenario. — Max Evenhytam

complex than both Rosve ENextGen * * * * *

Bottom Line: SWAT 3 offers a superb gaming experience

Sim Theme Park II Platform: PC III Publisher, Electronic Arts III Developer, Builling

The long-awarded securi to Peter building the talest coaster) in park simulator this takes. parks provides more enals. everythms that the original cid There aren't as many variables right then adds a 3D world for the coasters as in Aslier easier controls, and a less buggy Coaster Tycoon but the parks Interface Bulling also thankfully

are more creative and detailed removed the more tedious facets Each theme has its own strengt and weaknesses, and trying to build a park that runs smoothly is incredibly challenging As in the original, players are responsible for hiring staff, managing ticket prices, and cleaning up an

of the original (namely buring land and trading stock) Players maintain every aspect of a park, from the amount of fat in the burgers to the speed of the Titha-Whirl. There are four different themes to choose from, gwing massive replay value Random challenges from the

■ Fountains make your pa

encourages guests to stay

astounding amount of vomit. This s one fun ride (pun definitely intended). - Damel Erickson

NextGen★★★★☆

Bottom Line: Hardcore sim fans might miss having to trade stocks and manage land grants, but everyone else is in for a treat.

Delta Force 2 ■ Platform: PC ■ Publisher, Novalogio ■ Developer: Novalogio

Make no mistake: Delta Force 2 and hills jush with tall grass are is not a mindless first-person shooter. This is a thinking men's action title, where a sinele shot can end your life, and tactical strategy is required for success As a member of the elite

Delta Force (evidently the unpopular one who draws all the dangerous assignments), you go through forty single-player missions, ranging from stealthily sniping enemies in the arctic to and is only good with 32-bit charging into a desert stronghold graphics cards, so all you 30fx like Rambo. The action takes place in some of the most realistic topography this side of Rand McNally, winding jurgle rivers, snow-capped mountains

beautifuly realized. Many missions recurre close quarters action as well, so forget about sniping your way through the whole game These missions are designed to take you a while There are a few weak points A finicky damage model makes

head shots when sniping nearly Impossible The Voxel Space 32 graphics engine uses, well, voxels,



owners might as well have jammed a grilled cheese in them. Notable perios include a free headset microphone and mission editor - Fric Bratcher

■NextGen ★★★☆☆

Bottom Line: Not quite as tense or pretty as Rainbow Sx. this is still a great game for Green Beret warms-bes.

Abomination ■ Platform: PC ■ Publisher: Eldos ■ Developer: Hot House

We loved X-Corp and frankly which this is Linfortunately while even more to dislike. Set in a distorian future where a plaque has wiped out most of civilization and a cuft is rapidly enslaving the rest, your small team of highly train ... Fell asleno? Us too But what Aborestation larks in an original storyline, it makes up for in graphics; this same has some of the best and most detailed 2D art we've ever seen. The engine is really nine ton - fast and field

Unfortunately that's where the good stuff ends. While you can choose characters who have

specialized abilities, in actual practice the missions are so did (rescue this guy kill these people, etc. etc.) that you never even need to use them. The co-on Alis also irritatingly weak.

While the multiplayer is nice, the one-player game is so terflors, we doubt void even find many people willing to play it. A great engine and great graphics do not guarantee a great game there was simply not



enough thought put into the mission design here. Disappointing. - Chris Charle

■ NextGen ★★☆☆☆

Bottom Line: As much as we fixed the look of Abordination, the said wallby is that it simply isn't much fun to play if you can find a few cocies in the bargain bin, though, multiplever is well worth a try.

⇒Finals

Spec Ops II



What happened' Spec Ops was fun, but this is rubbish!

With sequels, the least you can reasonably expect isthat it's as good as the original game Zomble, the developer of Spec Ops if however bravely exchews this tired old convention and delivers a second effort that. stupefyingly manages to be far worse than the first

Assuming you get past the

NextGen★☆☆☆☆

supposed improvements, they still fall off low ledges and die, get continually left behind, blow themselves up and, the pièce de

woefully inadequate manual and

working you'll be met by all the

include unbelievably idiotic AL a.

equipment, and sub-par graphics

accompany you, but you'll soon

coerce your graphics card into

familiar old rogues. Highlights

useless map, magically

Up to four buddles no

wish they hadn't: despite

disappearing coroses and

Bottom Line: Don't weste your money - there are much better games of this type out them

resistance, shoot you dead

through the game solo.

Mission briefings are

inadequate, enemy soldiers in

forced and unnatural. On the

are better the weapons

olis side character animations

modeling is excellent, and the

sound effects are decent, but

encounters are no longer

random. Additionally certain

triggers, such as the elevator

try to press a button, and you

that's not even close to enough

to save this - Max Everineham

plain sight can't be shot but can

kill you, and soldier movement is

Ultimately it's more effective -

not to mention safer - to run

Omikron: The Nomad Soul # Platform: PC # Publisher, Eldos Interactive # Diveloper, Qua ntic Dream anything Hungry? Go to a happening off of triggers. Play restaurant Looking for some action? Go to the sex shop. While the story is wellwritten and the scripting engine

is quite comprehensive, there are

a number of minor problems

that keep Omikron from really

problem is the scripting engine

standing out, and the begest



plenty of things to do and see Your wife is pretty excited to see you when you return home

With Omikron, Quantic Dream attempted to create a virtual world for players to explore, filled with people, shops, cars, deceit, mystery and intrigue. On the surface, it seems as if you can go anywhere and do

Itself While it does serve a character says you can't. purpose, at times it's a bit too Unfortunately, little things like this obvious that everything is ruin the magic. - Adam Pavlacka

NextGen★★★☆☆ lottom line: Omkron is a valiant effort, and well worth playing. but it just isn't cohesive enough to draw you completely into the world. You are always aware that it is just a game.

Interstate '82



The graphics remain true to the low-only look of I-76

it seems much has harmened since the conclusion of Interstate '76. Groove Champion has disappeared while working undercover for the Auto Virtiante Guild His sister Sieve has come to you Stampede for help in tracking him down. Thus begins

tivision # Developer Activision Interstate 182. The ciothes and music may be different, but the

action is still the same any console car-combat titles. You only have one playable character, but he is able to drive any car you come across Don't think the pick-up is fast enqueb? Get in a head shot to your conceed and steal his Softeman

outside a car, collision physics are rubbers, and graphics suffer from serious draw-in This is nearly compensated for by a promising notine Deathmatch mode Pan Am" (Gee, what could that entertaining voice talent, and he modeled after?) You can also music by Dovr's Mark customize your car's weapons. Motherbauth - Foc Bratcher

armor performance, and paint

job. The single main character

also makes possible a complex

Stampede is difficult to control

storyine that'll keep you guessing

Still the same isn't perfect.

NextGen★★★☆☆

Bottom Line: Some of the '80s pads may be missed by those who weren't paying attention back then, but the game is still fun

Gabriel Knight 3: Blood of the Sacred. Blood of the Damned

Here's one game that really makes tracks



One thing you can say about the third in the Gabriel Knight seri is complicated. And we through any section of the same more than once and "random" series, you're used to a few things — the weirdly self referential stories, the recurring characters you have to like (however buttons in the police HQ, have a were small active area. This results udgingly), the convoluted In a bit of frustration when you

of these to their limit er the last year or so, but nes closest to actually ting it right. Perceptivel ealizing that direct contr what an adventure game needs, GA3 has an oddy stract Interface. You simply rol the camera, from a will, clicking on any object or

how unlikely, until you find person, then pulling up a pre-determined selection or ther Gabriel or his (ahe rtner Grace, amble over

en puzzling over for Sterally a hundred years, and fact, if you click on the "Think" icon, the clues are hunt; like all adventure games, at times you resort . available actions, no matter

thought was best (you need to interpret the results).

somewhere in the middle

tory that of Rennes-Le

compelling the characters Tim Curry is back playing Gabriel, and he's incredible impossible to dislike. The

ENextGen ★★★★☆

ions that can be

Bottom Lines It's a cliché, but: if you really are into nture games — and one hock of a puzzle solver — man, is this a rare treat







Most of the game is spent in diagnosis leveling up by hacking at weak enemies. You choose the stats to raise with new levels, which lends variety to the game. When the dungeon hunting is over and it's time to return to town, you'll find groups of people sitting around trying to get other players to swear feally to them, or discussing the finer points of the game's instructate interface.

mechanism to deliver it can become frustrazing quickly. The game has a lot of great features, but in the end there are other online RPGC namely EverQuest) that, while not as complex, offer a bit more when it comes to socializing and getting sucked into a world completely unlike the real a world completely unlike the real one. — Michael Wolf

There's more roleplaying here

than in other games, but the

Asheron's Call

Microsoft's online RPG will be far from a monopoly Vou're exploring your weapons, a large world to

You're exploring your planet, Ispar, when you spiral of light and color. Do you jump in? If you're playing Asheron's Call you do, and end up transported to Dereth, where you can be a fighter, magic user, thief, or anything in between.

Microsoft's new online RPG contains all the needed elements for roleplaying fun: spells, game even contains an innovative allegance system that lets you swear feally to others, who trade the added experience they get from your loyalty for advice, weapons, money, and anything else you can talk them into. The graphics are stunning, and the world can be traversed

explore, and plenty of nasty

creatures to hack and slash. The







ne innovative speli system

ASHERON'S CALL OR EVERQUEST?
Trying to decide between the two? Well, while both games require for

If the control is the property of the control is the control in the control is the control in the control is the control in th

without a single zone load. Sound good Well, the actual execution leaves something to be deared. The world is so large you can wander for hours without seeing another player, which leads a rather lonely feeling to the gome. The sitters de last at steep learning curve, and cuts at steep learning curve, and cuts and house, street, classing is the order of the day. Cembet and magic work way, with the added benefit of a spell system that tracks how often a spell is used and lessees: the spell's effect the



ENextGen★★★☆☆

Bottom Line: A deep, complex game for real RPG buffs, but not as easy (or fun) as EverQuest.

www.next-generation.com 02/00 NextGen 103

⇒ Finals **#**

Revenant

s # Daywinger Cinematix Sts wizard, Locke is being forced to magic effects - are crisp and



ys like Diablo, but Revenan isn't at all bad, just unoriginal

Recettly elemes like Legacy of Kan and Shadowman have featured characters comfortable on both sides of the grave. The trend continues with action/RPG Revenant where players take control of a mysterious warner Locks, Shuffed back onto the mortal coll by a suspicious

save an Island from an evil cult. Gemental is instantly familiar to Diablo fans. Early in the same. there's an equal balance between the action and RPG elements, but about a third of the way through, the same dramatically shifts to emphasizing pure hack and slash. This isn't necessarily a had thing. as gamers who prefer blasting

and smitter well errors the many gruesome ways there are to dispatch enemies

The graphics - especially the premise. NextGen★★★☆☆

Bottom Line: Dinbio fans who need a quick fix will enjoy it, but it doesn't do much to transpend its genre.

Wheel of Time ■ Platform: PC ■ Publisher OT Inte



STATE OF THE Fans of Robert (ordan's novels items and places here and there

Robert Jordan's fantasy novels of the same title, but surprisingly rather than offer an RPG or adventure game, Legend has turned Jordan's complex spelicasting world into a first person shooter Not a had EPS

ractive B Developer, Legend Ent to be sure, but it's an odd choice and choppy framerate

The game uses the onanal than the level designs, hewing Unreal engine, which brings its own pluses and minuses. On the up side. It looks great, with detailed textures and huge, atmospheric levels. This brings up a problem, though-unless you've got a tremendous amount of horsepower, you're unlikely to appreciate the beauty as you struggle with an unpredictable

closely to standard FPS action hunt for power ups (spells, or Terlangreal, as lordan clubs them), kill morsters, and find the right switch to open the door Enemy Al ranges from plain dumb to tenacious, with a few critters proving to be as challenging a puggle to figure out as some of the mazes. - jetf Lundrigan

colorful, but the voice acting is

values, the game has a feeling of being incomplete. The story is

lausholdy melodrametic Net

despite the high production

over all too quickly them are

have an occasional buy it's a

testimony to Revenant's solid

being fun despite some sænficari

problems and a less-than-original

The gameplay is less inspired

- Im Preston

cometities that it succeeds at

NPCs who promise to roin you

NextGen★★★☆☆

Bottom line: Overall, this is a more-than-competent effort. which keeps the flavor of its source material while providing a decent challenge.

Odium

lith | Developer, Metropol with the now-cliché "there's



look past its birth pai Odium is a gem in the rough Odlum is a surprisingly

successful attempt to meld the urgent horror of survival games with the elaborate battle plans and evolving multiple characters of an POC The isometric Odum begins something strange in the town of command a N400 combat unit (composed of an American, a Frenchman, and a Pole) sent in to straighten it all out. The game is the familiar bug-and-treasurehunt, but the genre crossbreeding shows when you encounter enemies instead of realtime melee hijinks, an elaborate turn-based battle

level-up time There are a few weaknesses typical of first-generation hybrid games (resources are a hir too thin, and stats are somewhat unbalanced), but overall, this is an impressive step forward. - Fric Bretcher

chessmaster-like maneusering

resources, and wise selection of

which cusifies to enhance at

shrewd management of

NextGen ★★★☆☆

Bottom Line: A groundbreaking title kept from four-star status only by the at-times unwelldy mechanics and some minimal balance issues. Try this,

haraoh

Don't call it Sim Pyramid -iust start plaving



Anyone familiar with

Impression's Caesa series will find this latest nillar, yet highly encouraging players to pander to the people while officials. Proper city plann involves making stire that people have access to fooi entertainment, and mental services. This benevolence must be

And disasters will occur The gods of Egypt are even re fickle than those of me, and the challenges More life on the Nile an what makes this game mor than just another Caesar. Plague, pestilence, and drought ravage the land at every turn and in a society where survival hinges on th fickle floodplains, a drought is paramount to a death

temples, as well as the

and that the life-giving however is Aten unique new wrinkle of attempting to build copie's welfare. Still, you otta do what you sotta do Unlike most strategy games

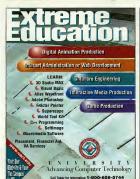
orzwing temple ompounds, ensure that

by brick as they are constructed, as opposed to just having a few set stages of animation. Only the lack of customizable

ENextGen ★★★★☆

sentence for millions. To

Bottom Line: Pyramid building and floodplain management come together for a brilliant city builder.



E-mail admissions@sact.edu # http://www.uset.edu



Left Field Productions

Left Field Productions is once again looking for pair members, to add to one of the analysis best known affects teams, who have part and will be releasing the inucia anticipated. For including the production of which pair completed MBA Countries fol Infection picked Bypart and will be releasing the inucia anticipated Eurobable 64 early, meet year. We side besteld in surely Southern California and we offer compellive selentes, great you play pockeds and cacellent benefits, We are looking for manufacted and trained infinitional benefits, where the countries of the cacellent benefits of the cause of the cacellent benefits of the cause of the cacellent benefits. We are looking for manufacted and trained infinited by selection of the cacellent benefits of the cacelle

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→Letters

Rational discourse is the basis of civilization. Let's get civilized!

I heard that Sony will be releasing two different PupCationS — one that plays games and DVD movies for \$299 and another version that only plays games for half the price. Is this true? That would be cool.

you gave this game back in 1995. In the December 1996 issue, you applaud the "nearly flawless arcade translation" and state that "a year later, the still impressive Virtua Fighter 2 has yet to be Surpassed on Saturn." What gives?

GUAIMEAL2WIGH.

It might be caal, but it's not

My friends and have been wondering if PS2 will come with a remote for DVD play or if one has just been overlooked.

We osked Sony's Phil Horrison obout this, and he sold, "Well, the cantroller is a remate." Right. To us that indicates that Sony isn't planning a wireless remate for the system, but we expect that on accessory company like InterAct or Pelican will deliver one as soon as the system ships.

in your last issue, you showed a few pictures of PSJ. I noticed that the memory card was a little different — it is more squared then rounded at the end like the original PSJ. Ones. Does this mean that the original memory cards worlt work with the now PSJZ.

Old cords will work on PloyStation2, but PloyStation2 cords won't work an PloyStation.

I recently received my December 1999 issue of Next Generation, and I was shorked to see you describe the "baggage" of "a disappointingly blocky version of VE2 for the Saturn," I distinctly remember the absolutely downer fee-star review

Oops. We meant to say Virtua Fighter, which was blacky, not VF2, which was one of the high points of Saturn. To remind the editor of the difference between one and two, we cut off two of his fingers.

 I enjoyed your recent feature The War for the Living Room," Having said this, I feel it is my duty to point out to you an error made on page 93, where you stated that Nintendo had innovated with "the first analog game pad, fand) the first fourport system." Actually, that honor belongs to Atari 5200, if one counts analog joysticks, which that console's stock controllers were. The second model of \$200 also had four controller ports. Technically, the very earliest systems also had analog controllers - the paddle dial controller is of course analog but this is quite for removed from the term "game pad," so I won't take you to task on that one.

Thonks for the letter. To remind the editor in question obout the importance of poying ottention to history, we punished him the old-foshioned way — by branding him on the face with a 5200 [asystick dipped in mother lead.

I was just wondering when Nintendo decided to make Mario's voice terrible? As soon as

I was just wondering when Nintendo decided to make Mario's voice terrible? It's high-pitched and squeaky! That's no good



Dreamcast: can it last?

I know PS2 will be much more powerful than Dreamcast, but the Dreamcast games look great and so does the price. PMy only concern is that when PS2 and Dolphin come out, Dreamcast will be furgotten (remember Satura). I don't want a system that will be outdated in a year. Do you think Dreamcast has what it takes to commete with PS2 and Dolphin.

borg@tech-center.com

Even if no other software ever come out for it, Dreomcost is a good dool. That soid, enough software is coming out for the system, and the early soles are so strong, that we think Dreomcost will be a vioble system for some time to come—even though Dolphin and PlaySation2 will surposs it technologically.

I started playing Morio 64,1 in noticed the strange voice, and it was in a TV ad the other digs too. I remember busk when they actually had TV shows staring Marn, and his voice was deep, and sounded like he was from Brooklyin, when Mario is from Now it's high-patched and spurally IT that's no good. I know good valke acting a expensive, but surely they could spend the few bucks to make Mario sound. Be a size.

DoggieCool@acl.com

Nintendo hos been working on cutesifying Morio olmost since day ane, and the apparent emosculotion of his voice just seems to be the lotest step.

What's with the smattering

of Japanese that plagues every issue! It's bad enough we have to play games with the Japanese dialogue intact (or saffer further when it's translated), but why does a North American magazine need Japanese snippott? Almost every own nefers. "Mr X" is "56-56-a"

but the one that pushed me over the edge was page 6 of NG 12/99 — the Tolyo Game Show Burb with a heading of *Chotto Omoshirokana.* For the benefit of my fellow readers with odors understand papanese (99-970), this translates roughly into *Not Very interesting* *tes, I speak japanese — if I didn't know japanese. He have thought

"Chotto Omoshirokunai" was NG's Japanese correspondent! sJdl@interlog.cor

We intended to translote the header in Backwords Composible, but we ran the Atari vs. PlayStation2 shat instead. As far "-san," our style guide calls for "Mr." or to simply use the last name — sometimes a "-som' slips by unintentionally, though.

I get the feeling you guys aren't as excited about Dreamcat as I am. It has already sold one million units (compared to Playstation selling that same amount in one-and-a-half years), its library is growing larger than N64's by the minute, and the addition of console online gaming is exciting. Yet any time you guys throw some form of compliment at Sega and Dreamcast, it is usually followed by a statement proclaiming that it will look worse compared to PS2 a year from now. Your reading audience knows Dreamcast won't have graphics as good as PS2's a year from now! There's no need to turn a compliment into an insult! I really disliked that comment you made in the November editorial, where you said Playstation2 is 'the best videogame system ever" Not a good way of showing your bias. It hasn't even been released yet, but you still make such uneducated comments. Well, in my opinion, a system launching at around \$300 with only two controller ports is not my idea of "the best videogame system ever." However, a system with four controller ports, more than ten games at launch, and a modern packed right in it (a.k.a.: Dreamcast) "IS" my idea of a great system. The best? Nah, Five years from now, it will be pitiful compared to Sega's latest offering, just like how five years from now, Playstation2 compared to something new will look awful. Hopefully by that time, you guys won't still consider it the very best. Alex.I33106@aol.com

Saying "the best ever" cames with the implicit assumption that someone may (and probably will) do samething better down the rood. That should be obvious. Second, our comment obout PloyStotion2 was not on uneducated camment. It's our job to know a lot about gome systems and make ons about their future patential. We've played games on PS2. It is a more owerful system than Dreamcast. Dan't get us wrong — Dreamcost is o fontostic system, but facts are focts — technology maves forward, and by releasing its ths later, Sany system 18 man can (ond will) deliver a much more powerful machine. That daesn't mean the games will necessarily be better, but they certainly have that patential. Third, in our

inion, cost doesn't hove onything to do with how good o system is. Whot motters is the level of interactive experience it can enoble. Look, we've been supporters of Dreomeast since the beginning, and we remain supporters, but we are not gaing to just deliver hype. If you only want to hear that everything Sega daes is rful, with no me af whot else is hoppening in the gome industry, you are reoding the wrong mogozine.

→ I have a little question about Sonic Adventure for Dreamcast. I was wondering if Sonic Adventure is one of those Super Mario 64-type games. Ya know, the type of game where it takes like a YEAR to beat! I myself have played Mario and I do not want to dedicate a year to one game ever again! When you said in your critique that Sonic Adventure will take a day or two to beat for expert gamers (me), is that true? It better be, I'm not wasting my time with another game like Mario. Thanks for your time, guys, I love the magazine!

To beat every level taak ane of editors six hours, then onother two or three to beat with all the characters. That doesn't include finding every secret, however.

In your 12/99 issue, you reported that No One Lives Forever is coming to Playstation2. I e-mailed Monolith and they replied saying that they had no plans of bringing it out on the Playstation2. Did the person replying just not know out it? Has it actually been confirmed? I also reme saying that a Shogo port for meast was in the works Haven't heard about that for a while? Why don't you follow up on your stories and admit when maybe you got carried away with speculation? If No One Lives Forever is not coming to Playstation2, how can we trust any of your other mextgeneration console" news? lacey@cgocable.net

We frequently hear from sources that a game is in development for a system

A system launching

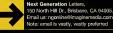
before the publisher or developer wont to onnounce it. If we feel the source is credible, we print it. For both the Shogo rumor and NOLF, we felt totolly justil ed in printing what we did. As for Shogo, it looks like it (and

Manalith's plon to bring LithTech to Dreomcast) is on hold. As for NOLF, we're extremely confi ent the game (ond LithTech) is in opment for PlayStation2, even if Fox ond Mon haven't announced it yet

Conspiracy corner

After looking at your new cover with the systems war on the cover, something was nagging me about it. Then it hit me. It's the location of the controllers in the systems' ports. After looking at them, I saw a pattern. For whichever port the controller was in, it coincided with how many systems that company had released in America. Sega's DC had the controller in port three, because DC is Sega's third system in America. Same with Nintendo. Sony's had it in port one, since PlayStation is its first system. And finally, X-Box did not show the controller plugged in at all because Microsoft has never released a system. So when Playstation3 hits Sony had better get more than two ports, or I don't know what they will do in press shots. And yes, I am fully aware that I have too much time on my hands. Y_GOUKI@YAHOO.COM





→ Retroview

Febuary 1982

Nintendo's first hit readies for release on a home console

February 1982: It wouldn't be be a believed until summer, but the power leaves of until summer, but the power leaves of until summer, but the power leaves of uniform time, the pair worst seeke by a 260 processor and 60x of VAPAL, Colect/Onion could produce near-arcade-level graphite, as fam of Dunkey Kong (the pack is gramm-would quistly discover. While the system would be willy popular among landscare games—who compatible expended packed among landscare games—who compatible expended packed the crash of 1983-80, which occurred at the same time as a shalescent in the same time as a shalescent in the

computer industry, and Coleco's Ilfated attempt to add a PC add-on (ADAPI) meant ColecoVision would never see the success it deserved. Donkey Kong was still huge in arcades in 1982 and it was dear the creator — a little-known japanese.



■ The ColecoVision pack-in game, Donkey Kong, was close to perfect

company called Nationalo — was destined for great things. Blaewhere, Anni inched closer to destruction: the \$200, or Project X, was delayed again and again, and wone, Atari's president Ray Kacsar was seen taking to E.T. creator Steven Spielberg, it wasn't all bad on 2600, though, Activision's REAT was well on its war to release in February on its war to release in February.





What we were playing

1982: When arcade quality at home was still just a distant dream

MS. PAC MAN

DONKEY KONG

System: Accade

Publisher: Nintendo

1 1750 1 1 1750 1 1 1 1750

roadies

System: 2600

Publisher: Activision

■ NIGHT STALKER

System: Nectorision

FROG BOG

Systems Intellivision
Publisher, Mattel

1982 at the box office

 Rank
 Title
 Demestic fin millions of

 1
 E.T. The Extra-Terrestriel
 390.8

 2
 Tootel
 177.2

 3
 An Officer and a Gentleman
 120.8

 4
 Rocky II
 122.8



Annie III Atari III Con

in the rea

■ Hitch Kapor, spreadsheet pioneer Cans product manager for the original comme version of Zork) bypasses DOS to get Lot 12-3 to run well. Prostcally, by bypassing i

success of the BIM PC.

Time names the PC *machine of the year.

■ Two Cray XMP supercomputers, naming in parallel operating mode, achieve 420,000,000 million floating-point operations per second (megaflops). (This is about 1/856th the claimed speed of MayStations).



■ Contact

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Of course this preview was done by a Canadian. Page 68. No hedgehogs were hurt during this photo shoot on page 6 - it was overseen by a local animal shelter. The huge bug-list (highlights of which were in the readme file) kept this same from five stars. Page 98. Never say never again; our second Game Boy preview is on page 64. The ioneliest multiplayer RPG ever is reviewed on page 103. Double Drogon? Sort of. There're dueling dragons on pages 3\$ and 80: which do you like better? Actual screenshots! No, actual actors! Page 20. Play games through the ether? Microsoft works magic on page 12. Don't wear Nikes in the room with this man; he used to work at Reebok. Page 86. Can he do everything a spider can? He can at least do everything Tony Hawk can. Page 48. Imagine holographic zombies attacking you while you're strapped in a chair with 3D plasses on. Now imagine the chair is just a little too small. You don't have to imagine it: you can live it. Find out the details on page 12. The word "butthole" in Next Generation? Yes, thanks to our sharp-witted deathmatch friends, Page 90. His buddy "Suck IT!!!!" was not available for comment. Our best bet for the number-one selling game at the PlayStation2 launch, March 4, is previewed on page 26. ironic title of the month is on page 66: the game is for the very limited PlayStation I hardware. Number-one question of the month: What the heck does EA.K.K. stand for, anyway? The explosive answer is on page 39. Rumor has it that it was Colonel Mustard, in the arcade, with a videogame. Whoa, Page 42. They're really weird, but damn, do they swarm natural-like, Page 78.



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